

# PRIMA<sup>®</sup> OFFICIAL GAME GUIDE

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PS2

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# DRIVER<sup>™</sup>



This game has received the following rating from the ESRB



ATARI<sup>®</sup>



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This guide is dedicated to the memory of my Grandpa; Joseph Smithson, Low Fell, Gateshead.

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## Welcome to the World of the Wheelman



### SCRIPT



**EXT. ISTANBUL STREET—DAY**

A SHOOTOUT ON THE STREETS OF ISTANBUL. TANNER, JONES, VAUBAN, AND THE TURKISH BOSS MOVE IN ON JERICHO AND HIS GANG. JERICHO IS TRAPPED BY A LINE OF POLICE CARS AT THE OTHER END OF THE STREET.

TANNER MOVES IN CLOSER ON JERICHO, KICKING A CAR DOOR SHUT ON HIS WAY PAST.

**CUT TO: INT. HOSPITAL—DAY**



MEDICS AND NURSES RUSH A PATIENT ALONG A CORRIDOR ON A TROLLEY; TUBES AND DRIPS ARE ALREADY UP.

**MEDIC 1: COME ON, MOVE IT! TRAUMA ROOM 2. GUNSHOT WOUND TO ABDOMEN!**

**MEDIC 1: PROBABLY RUPTURED SPLEEN. GET ME 4 UNITS OF O NEGATIVE!**

IN ONE CAMERA MOVE WE SWEEP ACROSS THE CORRIDOR TO SEE INTO A ROOM WHERE SOMEONE ELSE IS BEING ATTENDED TO BY MEDICS AND NURSES. WE DON'T SEE WHO THEY ARE.

**MEDIC 2: WE GOT A BLEEDER—SEVERE ABDOMINAL TRAUMA! GET THAT TUBE IN! BP 50 AND FALLING FAST....**

NOW WE SEE THE FIRST PATIENT IS TANNER. THE CARDIAC MONITOR REGISTERS THE FLAT LINE.

**MEDIC 2: LOST THE PULSE! OKAY, PADDLES—PADDLES, NOW!**

THE PADDLES ARE READIED, PEOPLE STAND BACK AS MEDIC 2 GRASPS THEM.

**MEDIC 2: EVERYBODY! CLEAR! STAND BACK!**

WE HEAR THE NOISE OF THE DEFIBRILLATOR AS THE PADDLES LAND AND AT EXACTLY THAT MOMENT WE CUT OUT TO WHITE.

**EXT. MIAMI—DAWN**



HELICOPTER SHOTS OF THE CITY AS OPENING CREDITS AND MUSIC PLAY.

SUBTITLE: MIAMI 6 MONTHS EARLIER.

## How to Use This Book

Welcome to Prima's official *Driv3r* strategy guide! This companion is designed to enhance your wheelman fantasies, and is the only guide with complete information on the game. After you read the instruction manual, check out the sections of this book to learn about Tanner's new career, before this Istanbul shootout!

## Section 2: Friends and Foes

These sections introduce the many colleagues, gangsters, underworld figures, and other characters you encounter during the game. If you want to learn the past histories of every main player, this is the section to check.



## Section 3: Wheelman in Training



When you need to learn how to avoid the cops, pull off incredible stunts, learn offensive driving moves, and even how to direct your own movies, there's only one place to go: This section has an information overload. Go from learner to wheelman in no time with the extensive advice contained here!

## Section 4: Vehicle Inspection

More than 70 vehicles have had their fluids checked and tires kicked in this inspection. The vehicle's weight, horsepower, and other important attributes are listed, as well as a drive rating, plus a quick description of what each vehicle is like to drive. Don't leave your apartment without this handy vehicle guide!



## Section 5: Guns and Ammo

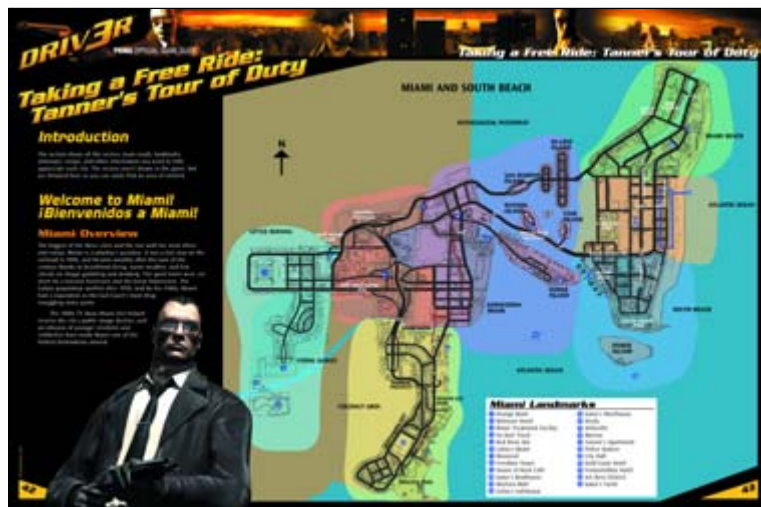
Whether you're polishing your pistol or plugging police with your grenade launcher, you'll find details about Tanner's available ordnance in this section. Need to know the rounds-per-minute, reload time, and weight of each weapon, as well as where and when to use it in combat? Then check this section out.







## Section 6: Taking a Free Ride: Tanner's Tour of Duty



Take a tour of each city with our exhaustive guide to Miami, Nice, and Istanbul. Every landmark is shown. Every alley is pinpointed. Every major off-road path and ramp is revealed. Sectioned off to help your spatial awareness, the city guides include details on the best routes and jumps to take, as well as obstacles to watch for. It also has a history of dozens of the older buildings and areas of town.

## Section 7: Drivethrough Missions

Need a complete guide to all of Tanner's undercover work? Peek into this chapter. It shows multiple methods for completing each mission and has in-depth maps for every building you enter and most streets you cruise around. It also has checklists of available vehicles, weapons, and even start and finish points.



## Section 8: Driving Games

This section details all the Driving Games Tanner can undertake, and shows you how to complete each one—not only successfully but in impressively fast times!



## Section 9: Secrets of the Wheelman



Spotted any peculiar characters around town? Want to learn some codes, how to drive the quickest and most bizarre cars? Then turn to these pages, but don't head there just yet—there's some sensitive information in there!

# Friends and Foes

## Welcome to the World of the Wheelman

The *Driver* series chronicles the exploits of Tanner, a ruthless undercover cop and fearless vehicle appropriator—the wheelman to be feared and respected. Three months before the final showdown in Istanbul, Tanner is immersed in a global car theft ring running from the United States into Europe. A mysterious buyer, untraceable by police records, has ordered the theft of 40 high-performance cars. Tanner must discover who this buyer is and prevent the completion of the deal.

But only his shrewd thinking keeps him a step ahead of having his cover blown. Now time is running out. Below is the latest information gleaned from Miami police and Interpol on those involved. Discretion and extreme caution is advised when dealing with these gangsters and thugs; consider all armed and dangerous.

### Tanner

An undercover cop, also known as “the driver.” An obsessive risk-taker with brutal methods, accustomed to highly dangerous undercover work. He has a tendency to ignore authority and override orders. His motto is said to be: “Being undercover is only dangerous when you try to get out.”



### Tobias Jones

Tanner’s partner, a detective with the Miami Police Department. Cool, calm, and confident, Jones has familiarized himself with Tanner’s “individualistic” practices, and is, in equal measure, admiring of and repulsed by Tanner’s methods. Though more restrained than Tanner, Jones is no less dedicated. He tells his trainees: “Being on the street is one thing, understanding it is my thing.”



### Calita

Young, and as sexy as she is psychotic, Calita is the head of South Beach, a notorious Miami-based car theft outfit. She is cold, efficient, and ambitious. They say she once killed her own crewmembers in a hostage standoff; no one has crossed her since. She does not negotiate. “I came from nothing and I’m not going back,” she once told a confidante.



### Jericho



Seen by some as an unthinking brute, Jericho’s cold visage hides an always-calculating mind. A former lieutenant to the recently deceased crime lord Solomon Caine (a gangster whose empire stretched from Chicago to Vegas), Jericho is unpredictable and unflappable. His ruthlessness is matched only by that of Tanner, the man who’s trying to stop him. His motto: “Crime doesn’t just pay, it pays well.”

### Baccus

Also known as South Beach Baccus because of his connections with Calita’s homeboys, Baccus is a known driver for the Miami car theft gang. Confidential police documents and records of previous jailings show Baccus to be both delusional and violent. Tanner doesn’t trust him, but then neither do his South Beach colleagues any more. “Any car you see here can be yours,” he’s been known to crow.



### Lomaz



Those who know him, or speak about him in hushed tones, refer to him as “the gun freak with pimp chic.” Lomaz works for South Beach. He’s Calita’s right-hand goon, and does double duty as the gang’s hardware specialist. Part of a global network of gun runners and arms dealers, he can call upon his many compadres to secure the latest in killing ordnance.



## Vauban

A member of the Nice, France police force special branch, Vauban is a department head and liaison for International Crime, also based in Nice. He's driven, focused, and experienced. Vauban lost two fingers working undercover in his 30s. No one knows exactly how.



## Fabienne

Fabienne has a clear plan in her head: to dominate the repo circuit in Nice. She heads an organized crime outfit, and one of her main moneymaking schemes is dealing with small cars. If Calita's South Beach gangsters and Tanner start encroaching on Fabienne's turf, they'll be met with a violent response.



## Dubois

A field officer for the Nice police, Dubois is Vauban's protégé and a credit to the force. He's secured a highly impressive success rate in all the cases he's been involved with, but with an average of three deaths per case—and that average is on the rise. Dubois's practices would have been investigated were it not for his competence.



## And the Rest. . . .

### Bad Hand

Trusted member of the South Beach gang and known associate of Calita and Lomaz. A mangled arm after an attempted gangland slaying has left Bad Hand with a nickname to match his temper.



## Gator

Tough talking, with the air of a somebody, Gator is a Miami gangster getting seriously out of his depth. His current scheme is to control the movement of contraband through the many small islands dotted around Miami's shores. Calita's South Beach gangsters use him when they must, but she doesn't trust him, and that fact isn't about to change.



### Solomon Caine

Head of a major crime syndicate with operations from Chicago to Las Vegas. Caine, who is too trusting of his lieutenants at the game's beginning, employs an underworld figure named Jericho as a bodyguard.



## The Bagman

A Frenchman with a professional gangster bent, the Bagman runs money for Russian gangsters. His real name is unknown, and his pseudonym doesn't come from the money he launders. According to the few eyewitnesses to his method of foe disposal, the nickname refers to the bags in which he places the bodies of those who cross his path.



### Tico

Tico is a young upstart gang leader attempting to muscle in on Calita's turf. His experience is as lacking as his amateurish thug henchmen are plentiful. He doesn't have the thinking power or savagery of the South Beach crew.



### Zeego

When you arrive at Nice International Airport, devoid of any automatic weaponry but flush with euros and gangland connections, you call Zeego. He's the only arms dealer to back up his outrageous ordnance prices with quality and guarantees.



# Wheelman in Training

Welcome to Prima's official *Driv3r* driving school! This section brings you up to speed with all the action Tanner can experience during his stays in Miami, Nice, and Istanbul. It offers methods for avoiding the long arm of the law, and checks out what happens when cars get remodeled with automatic weapons and 50-foot drops off cliffs. Let's ride!

## Lesson #1: Controlling your Wheelman

There are two control methods in the game, one for driving and one for when you're on foot. Below are your moves, and when to use them.

The button configuration for each control varies, depending on the console you're playing the game on. Refer to your instruction manual (or the Settings screen of the game, under the Options menu) to see which buttons control which commands.

**TIP**

### In-Car Controls

#### Steering



This controls the direction of your vehicle's driving wheels (or rudder). The sharper the angle you press, the more pronounced the turn. Of special note are boats. If you hold diagonally back while turning, the boat pivots in the water, allowing tighter turns. Combine this with acceleration to go anywhere!

#### Change Left/Right/Rear View



This allows you to look to the sides and behind you (you can see 360 degrees around your vehicle). This is useful when you're being chased and need to see if a foe is following you, or if you're emerging from a side street or want to peek down a street as you drive past. You can't see ahead of you when you're looking in another direction, so make sure you have a clear path ahead!

#### Horn



This sounds your horn, and scatters pedestrians and law-abiding motorists, ensuring your felony rating doesn't climb higher due to hit-and-run charges. Many vehicles have different horn types (the big truck has a deep air horn, for example). If you're riding in a cop car, the horn button switches the siren (and flashing lights) on and off.

#### Accelerate

Press to move faster; release to coast and slowly come to a halt. Use it to get where you're going quicker.

#### Fire Weapon/Passenger Jump



This allows you or a passenger to fire whatever weapon you're carrying into a target within the white crosshairs. This is used only in Undercover and Driving Game modes. If your passenger needs to leap from a moving car in Undercover mode, press this button.

#### Burnout



Ready to lay rubber? Try the burnout. This allows more acceleration than usual, complete with a dust cloud. It's the key to performing donuts, but it also makes your vehicle more difficult to control. Use it only at low speeds (it acts as an accelerator at high speeds), such as when you need to turn around or spin from a stop, such as at a chase's start.

In some vehicles, the burnout button is used for a different maneuver (such as uncoupling the trailer in the case of the tractor-trailer rig).



## Handbrake/E-Brake



This locks the tires being powered by the engine (in this example, the rear ones), so they act like boat rudders. While your tires squeal, you can slide around corners instead of braking and turning—a technique known as drifting or power sliding. This lets you take corners at a faster rate than usual! More techniques using the handbrake (also known as the e-brake) are detailed later in this section.

## Exit Vehicle



Press this button to get out of your vehicle when it's stopped—or bail out if it's moving. Bailing out scuffs you up, so do it only if a major crash is imminent or your vehicle is on fire. If you're parked or moving slowly, the button opens the door (if attached) and you climb out.

If you're blocked in on the driver's side, Tanner shifts over and exits on the passenger side. If you're trapped, Tanner appears above the car. If your car has overturned, Tanner crawls out from under the wreckage.

## Thrill Cam



Ready for crazy camera antics? The Thrill Cam switches the view to a real-time drive-by location, and you continue to drive using this view! This is dangerous, so make sure you have a clear path ahead. You can also slow the action to ease your out-of-body experience or create motion blur.



## Change View



This changes your view from third person (behind the car) to first person (on the car's hood). Each view has advantages and disadvantages, and each wheelman has a preference. Here's how each view mode deals with the action; follow this guide to change views as the situation warrants.

### Third-Person View

#### Great for:

- seeing an enemy approach behind you.
- judging distances to the side of, and around your car.
- knowing your direction during a crash.

#### Bad for:

- visibility heading up/down hill (in certain vehicles).
- visibility when your hood flies up (in certain vehicles).

### First-Person View

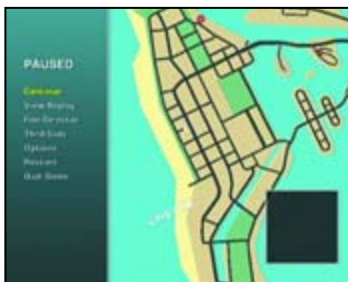
#### Great for:

- seeing where you're going.
- judging distances at close range (front only).

#### Bad for:

- judging widths.
- visibility during a crash (especially when you're flipping).
- locating obstacles and enemies to the sides and behind.

## Pause



Pausing the game brings up the overview map and your location, as well as various landmarks, enemies and, where appropriate, destinations. There's also a comprehensive Pause menu. Continue reverts to the action. View Replay shows everything you've accomplished so far. Film Director allows you to fiddle with the cameras in the replay.

Thrill Cam is another way of changing this function's settings. Options allows you to turn the vibration on or off, and play with the volume levels for the music and sound effects. Restart begins your level, and Quit Game takes you to the main menu.

## On-Foot Controls

### Move



This controls your movements: forward, back, or sidestepping to the left and right. Tanner moves, but doesn't change the direction he faces. This is beneficial if you're climbing stairs and don't want to turn at every corner.

### Aim/Look



This allows Tanner to change the direction he faces. He turns on the spot, and looks up and down. If he's carrying a gun, the target crosshairs move as well. Combine this with the move control, and Tanner goes through any necessary maneuvering actions, the more complex of which are detailed later.

### Fire Weapon



This allows Tanner to unload a salvo from whatever weapon he has equipped. For pistols, shotguns, and the grenade launcher, each press fires one shot or round. For assault and machine weapons, holding down the button empties a clip. Tanner automatically reloads.

### Crouch/Roll



Crouching occurs when you press this button while standing still. If you're moving when you press the button, you roll. Both are evasive maneuvers. Crouching allows you to take cover (behind obstacles or cars) while an opponent empties a clip into the scenery, after which you can stand up and retaliate. Rolling is used if you're in more open areas, and makes you harder to aim at. Roll, then aim and tag your foe.

### Toggle Weapon

Tanner gets more and more outrageous takedown ordinance as he progresses through the Undercover missions. When he's carrying more than one weapon, this button flicks to the next one with ammunition, and is useful if you need to switch weapons for a certain situation (if you're using a shotgun, for example, and a new enemy appears out of range).

### Reload Weapon

Although Tanner automatically reloads his weapon when he empties a clip or chamber, you can manually do it. This doesn't waste any ammo (any surplus from the previous clip is kept), and is useful when you're timing your shots and want to reload at a specific moment, such as when an enemy ducks or is lost from view for a moment.

### Jump



Jumping allows Tanner to cover longer distances than his normal stride, but mainly it's used to leap over low walls and off boats. Running is quicker than jumping.

### Enter/Exit/Action



Use this button to enter or exit a vehicle (as described in the "In-Car Controls" section here). When entering a vehicle, you can stand a few feet away and Tanner automatically runs for the driver's seat. If the passenger door is open, he tries that side. Either works. Don't spend time positioning Tanner by a door; learn the radius of

Tanner's reaction to this button, and let him find the driver's seat. If an innocent occupies the seat, he or she is dumped into the street.

### Holster/Draw Gun

An important move, holstering your gun removes the crosshairs from the screen, and avoids attracting unwanted attention from cops or citizens. Wandering around with a gun causes pedestrians to flee or draw their own weapons, and the same is true for drivers. You can carjack without violence, unless the car's owner brings a piece to party with you. In that case, take him down!



## Change View

As with the in-car view change, a third- or first-person view has advantages and disadvantages. The first-person view works better. You can aim down and up farther, and you can tag enemies in front of you without losing sight of them.

## Pause

Hitting this accesses the same map and Options screen as the in-car controls button.

## Swimming



Tanner's a commendable swimmer, preferring the front crawl when he has to get himself wet. Swimming is only necessary after a mishap, such as when you "accidentally" drive a car off a cliff into the sea. Otherwise, a quicker way to a destination by water is to use a boat. Emerge from the water using a ladder or

a set of wharf steps. You can't use weapons while swimming, so swim away from anyone firing at you.

## Climbing



When you're on foot and you see a large building, check to see if it has a ladder attached to it. Tanner can climb these, and some towers have a superb view of the surrounding area.

## Game Display

Split-second timing is important in your Undercover excursions, so it is important to understand all the information on the ingame screen. Additional information is found in your game's instruction manual, but check this screenshot for a quick rundown of what's important to check out while you're playing:



### 1. Health Energy

This shows your health. Currently, Tanner's is full. You lose health if you're involved in a nasty crash, if you fall (long falls result in death), and if you're wounded or caught in an explosion. Health is replenished via the use of health packs.

### 2. Felony Level

This indicates how much of a nuisance you are to the local cops. In this example, you're wanted for brandishing a weapon, driving fast or erratically, aiding and abetting known criminals, destroying public property, driving on the sidewalk or parks, and unloading into vehicles and citizens. Cops don't fire at you until your felony rating passes the white line in the left side of the bar. Lesson #6 shows you how to deal with any police problem.

### 3. Car Damage

This shows how wrecked your car is. Lesson #4 reveals how much of a pounding a perambulator can take. In this instance, Tanner's Santun TTZ has nary a scratch.

### 4. Weapon Information

This indicates the weapon Tanner has available to him. He can only use this weapon when out of a car, on foot. The weapon icon has two numbers under it: The left one shows the current ammo left in the chamber or clip; the right one shows the total ammo left. In this example, there are more than enough assault rifle clips to deal with Turkish police!





## 5. Map

The screen's bottom-right corner shows your current location. The map turns when you do, so "up" on the map is the direction you're facing. Red dots on the map are enemies. Green dots are either people you're pursuing, or locations to check or head to. Red circles with an "X" through them show safe houses where extra health is available. White cones show the location and direction of a police car. The white dot is Tanner.

## 6. Destructible Fencing

Scenery is important in the game, as some of it (such as the crumpling metal fence) can be driven through, while others (like the trees ahead) can't be. Lesson #7 covers driving hazards.

# Lesson #2: Gameplay Modes



After you begin your *Driv3r* experience, you can access the Main Menu screen. This is where the gameplay options are.

## Undercover

Tanner's main missions are in this category. You can Continue a game in progress (when you do, a recap brings you up to speed on previous goings-on), start a New Game, Replay any missions you completed, or View Cutscenes that you've seen.

## 7. The Police

In every city, the police are on a constant watch, and when you break the law, they come after you with dogged determination. Don't smirk at the perceived inadequacies of the police vehicles; they drive ruthlessly!

## 8. Pedestrians

Each city has a wealth of pedestrians. Most are innocent bystanders caught up in the action like this poor fellow here. You can drive over or into pedestrians (but your felony level rises), or chase them and apprehend their vehicles. They run when menaced, but some carry weapons and fire at you!

## 9. Tanner

Tanner's at the helm of this vehicle, and appears in the center of your screen in third-person perspective.

## Take a Ride

Take a Ride mode is a romp through any of the three cities, and can be launched at any time. There are many options to choose from here.

## Miami, Nice, Istanbul

This chooses your city. Nice and Istanbul aren't initially selectable (they appear after you start Undercover missions in those cities).

## Day, Dusk, Night, Dawn

Choose your time. Day has normal visibility. Dusk and Dawn have less visibility. Night has the least visibility. Familiarize yourself with what each city looks like during these times to recognize landmarks under different conditions.

## Dry, Overcast, Rain

Mix in the weather conditions, and you have a choice of 12 time and weather effects in which to drive around. Dry is simply that. Overcast dulls the scenery and creates a darker sky and look. Rain causes traction problems and limits visibility. The gamut of weather effects is shown in the following table:

Driv3r Weather Observations			
Time	Dry	Overcast	Rain
Day			
Dusk			
Night			
Dawn			



## Cops On or Off

Create a lawless version of each city where your more violent or spectacular outings go unpunished, or keep the cops on and watch your driving and shooting (unless you want to protest a felony charge via your vehicle maneuvering skills).

## Vehicle

Which of more than 70 vehicles will you choose? There's an entire section devoted to which vehicle to try, from the lowly moped to the giant big rig. Your driving experience differs depending on your vehicle, so keep picking new ones!

## Driving Games

This option allows you to access more than 35 Driving Games across the cities. There's a section later in this guide that deals with each one. Becoming proficient in these games helps you in Undercover mode. Nice's and Istanbul's games are locked until you start an Undercover mission in those cities.

## Options

### Extras

Here you can view the credits, a video about the making of *Driv3r* (narrated by Michael Madsen and detailing how many square miles and buildings the game has, as well as the years that went into its construction), and two Atari game previews. The extras differ between the PS2 and Xbox; mainly, the PS2 does not contain the *Shadow Ops* trailer.

### Replays

Have you saved a thrilling replay? You can load it here, watch it, and fiddle with the camera angles.

### Profiles

You can load, save, and delete any profiles you've made.

### Settings

This allows you to tweak the sound settings (effects and music volume), switch to headphones only, and switch a jukebox on or off (this changes the style of music you hear ingame between a fighting mix and racing tunes).

On Display, you can toggle subtitles on or off, and switch the speed between miles and kilometers per hour. "Controls" allows vibration to be toggled on or off, and allows "looking" to be inverted or set to "off". It also lets you decide how sensitive the controller is when you look around, whether auto-aiming is on or not, and allows the controller to be configured to your demands.

The Game option toggles on or off an automatic weapons upgrade feature (whether Tanner switches to a better weapon when he picks one up), and fine-tunes the Thrill Cam. You can listen to the voice actors and read subtitles in English, French, or Spanish.



## Cheats

You can't access this menu yet. It's too soon in Tanner's career to be thinking about such reprehensible schemes.

## Xbox Live (Xbox Only)

Xbox users can take advantage of a broadband Internet connection, and link to Xbox Live. Here you can upload a movie of action sequences you attempted, then directed. You can download movies made by others and rate them! You can only show one of your movies online at a time, but you can submit new ones as many times as you want. Who knows what fabulous prizes the leader might receive?

## Lesson #3: The Director's Cut



To make the best stunt-filled *Driv3r* movie imaginable, you must learn Director mode inside and out. It appears daunting, but is straightforward. Before you work on a replay, read the instruction manual and learn what the buttons do. Then make sure your replay serves these purposes:

1. It is spectacular: Cram in as many crashes, gunfire duels, and large drops as possible.
2. It tells a story: What's going on? When did the cops arrive? Why does the replay end at a particular point? Make sure the story fits together well.
3. It keeps your interest: An insane leap and a massive gun battle—separated by five minutes of being stuck in a narrow alley? Bin that movie, start again, and lose that alley embarrassment!
4. Keep it short, but intense: Steaming down a freeway with nothing happening won't cut it. You need to take care of your business in no more than three minutes, so choose areas where you can accomplish a lot in a brief time.

## Our Movie: Turned Out Nice Again

In our example, Tanner's in the mountains of Nice, having stolen a crazy roadster called a Dagger Type-S. He drives it down Mount Boron, weaving through and smashing cars as he goes. He slides down a steep slope in the car, gets out, engages in grenade combat with the police, and sends a second roadster (the Dagger Type-T) flying into the air with a blast. This roadster flips, then lands on its wheels. Tanner boards it and drives it off a rooftop into a harbor, where it somersaults half a dozen times, and lands on its wheels! And all in two minutes.

### Part 1: Mount Boron Madness



The car looks the part. It's mean and lean, while the French taxi looks boxy and square, showing why the Dagger Type-S is cutting through the motorists with ease! We changed the camera to a stationary tripod, slowed the action, and placed the camera after the collision to provide tension. Static cameras work well if you plan where to put them—in this case, to the right of the Dagger as it exits stage left.

Part 2 of the Mount Boron collision has the Dagger clipping a Vitesse with the right wheel—the best way of all to use the wheel camera! We slowed the action and added motion blur to create a jarring sensation when the car connected. The Dagger left the ground after hitting the Vitesse, and the fourth screen shows this perfectly.

### Part 2: Coping With the Cops



After sliding down the ravine, we focused on this long shot. Instead of panning out, we dropped the tripod camera to ground level for an impact shot, with Tanner running across from right to left. In the distance is an explosion; a taste of the metal carnage to come! The next shot is a similar setup, but facing Tanner.

Tanner moved left to right, with the sun behind him, and a grenade launching from his weapon. Classic slow motion and lens flare made this all the more spectacular.

The grenade took out an officer. We made sure we caught the explosion by focusing on the cop, and his reaction to the explosion. We're using the tripod camera a lot because it's so versatile. The explosion also took out the cop car, and we had Tanner running through the wreckage as it rained down! Setting a chase camera on slow motion, we caught some classic footage of bits of tires and engines slamming all around our wheelman.





## Part 3: Roasting the Roadster



After lobbing another grenade at a couple of parked cars, we wanted to show the impact, so we took a tripod camera and pointed it down, showing the explosion from an unusual angle. For the next shot, we switched locations so that both Tanner and the car moved to the right in a ballet of car bits. Following Tanner, we slowed the car's flipping so it landed on its wheels, and watched Tanner enter the vehicle. Then we switched to a chase camera as he spun the vehicle out of the combat zone, and down a long road.

## Part 4: Up on the Roof



The final sequence begins with a long tripod tracking camera, locked to the car. On long, narrow roads, this makes the action look incredible. Our car choice was great because we could watch Tanner steering the wheel as it went by. We knew we needed a great finish, so we positioned a static camera in the air at the same level as the rooftop, but we didn't track the car, so it gracefully pirouetted out of view.

We watched the car drop from the sky, switched to a camera farther down the bay, pointed it at the sun, and in slow motion watched the car fall past the sun, creating a cool shadow-glare effect. When the car landed, we had some on-board crazy views of Tanner upside down (use the zoom tool to get in close on the dashboard) before landing on four wheels with a view of Nice in the background.

Now it's your turn! Try watching movies yourself, including the Ridley Scott Productions minimovies, and mimic their angles. Try your own techniques.

## Lesson #4: Advanced Vehicular Knowledge

You can put the pedal to the metal, and maybe turn a corner without scraping the paintwork. Want to know the more important, spectacular, and downright cool driving techniques? Fire up the engine!

### Types of Vehicles

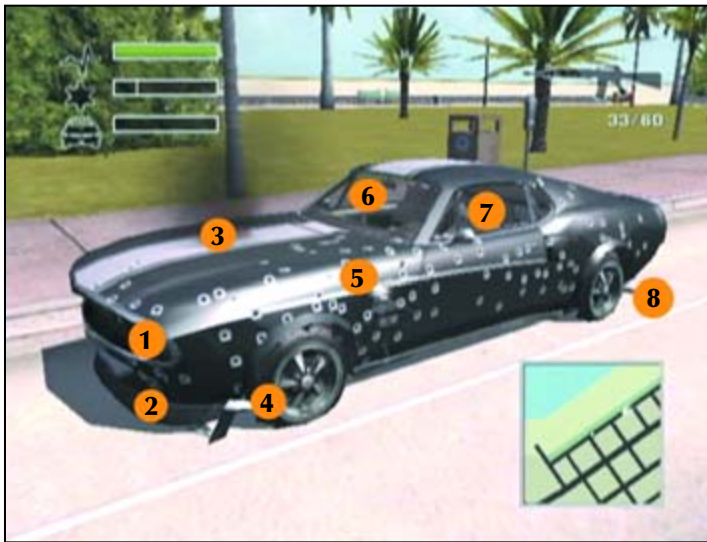
First, understand that every vehicle in the game handles differently, and even vehicles of the same type (like the muscle cars of Miami) have nuances. Skidding around a corner in two types of vehicles produces entirely different results. Check the "Vehicle Inspection" section to learn how your automobile handles before attempting advanced maneuvers.

### Damaging Your Vehicle



Study the car takedown technique shown above. Tanner seeks out a car (#1), peppers it with bullets (#2), watches it explode (#3), and moves out of the way of the falling debris (#4). This shows you not only how damaging an explosion can be if you're near it (it results in your death), but what you can aim at to turn a once-gleaming jalopy into a smoldering hunk of junk. This is shown in the following:

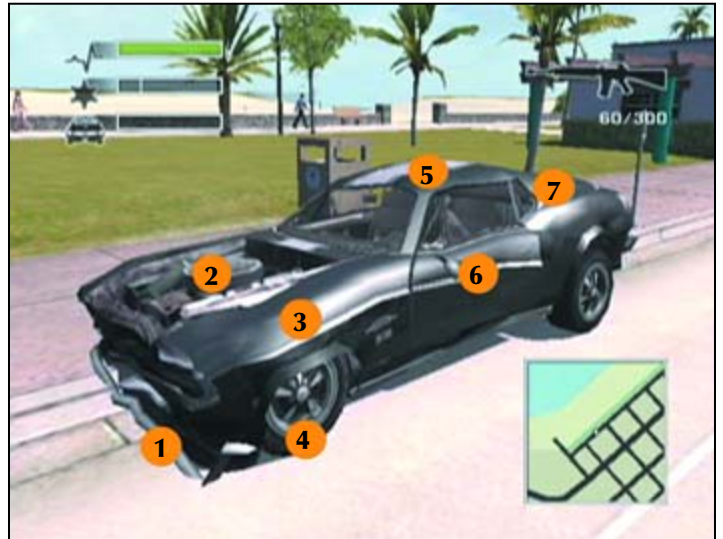
## Car Damage: Ordnance



This is what a car looks like after suffering complete ordnance destruction, but before exploding. The following areas of the car can be targeted (apply this to any vehicle):

1. Headlights: Smash these and the car doesn't light up the ground in the dark, shortening your night vision.
2. Front bumper: This unhooks, creating sparks as it grinds on the ground when the car moves, but it only slightly affects handling.
3. Engine: This is the most important place to fire at if you want to immobilize a vehicle. Pound the hood until the engine smokes. When it catches fire, retreat; it's going to explode!
4. Tires: Plug at the tires of a vehicle you want to slow down. This affects handling and makes the car lose stability.
5. Bodywork: Shots can enter the driver, but shooting the bodywork of a car has few detrimental effects.
6. Windscreen: Shoot this and the windscreen cracks. Shoot it again and it shatters. This doesn't affect the ride quality.
7. Side windows: As with the windscreen, a few shots crack the glass; a burst shatters it.
8. Rear bumper and lights: The car can't use brake or reverse lights, and the broken bumper grinds but doesn't cause significant control loss.

## Car Damage: Scenic



If your car is involved in hitting scenery, rolling, or slamming into other cars, the damage effects look different. Here's what can be accomplished without gunfire:

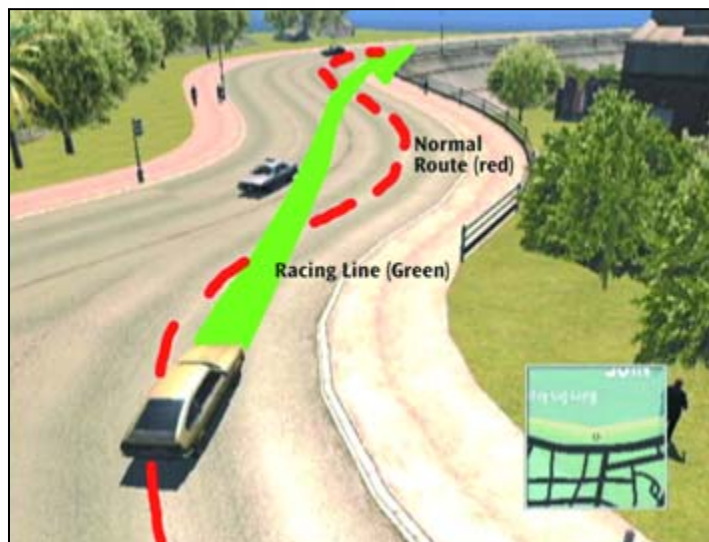
1. Bumper and lights: Shatter these, and the bumper can drop or fly off, while the lights won't work in the dark any more.
2. Engine: You can strike the hood so it flaps up, then remove it, exposing the engine. Successive damage hits the engine directly.
3. Bodywork: Panels fly or fall off after a bad (or spectacular) crash.
4. Wheels: Not only can tires burst, but hitting an immovable object with your wheel can cause it to fall off. With one wheel off, the car won't turn in that direction. With two wheels off, it doesn't turn in any direction!
5. Roof: You can cave in the roof, crumpling the car.
6. Doors: The doors, when bumped, can fly open and shut. Struck again, they can fly right off. At least occupants can get out faster now!
7. Rear end: Like the front, the lights and bumper can shatter and fall off; the trunk can flap up or fall off, too.



## Top-Notch Driving Techniques

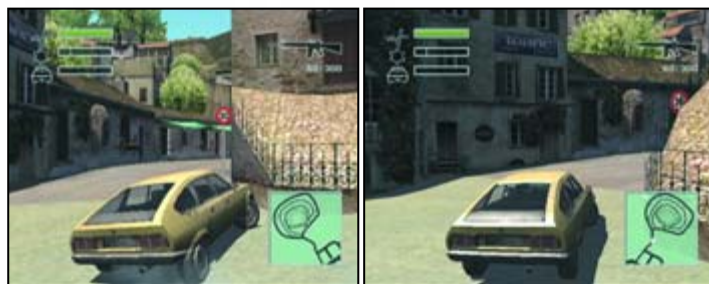
Now for some more precise driving techniques to help you speed across town without hindrance.

### The Racing Line



The most important fact to consider when attempting to maneuver around streets is how best to approach the oncoming road or corner. For this, you need to learn the racing line: the shortest point between two locations that you remember or predict.

In the example above, the first of the routes illustrated shows the vehicle crossing to the other side of the street, avoiding obstacles, then turning sharply. The car in the other example remains on the right side of the road, and turns carefully. The former is a great racing line; the latter is for novices who don't know their city layouts.



If you're going to turn ahead, swing out, then use the e-brake to skid around the corner close to the inside wall (screen #1, although make allowances for scenery). Compare this to screen #2, which shows a lengthy cornering without any thought to speed. Learn to skid around corners using a racing line to achieve faster routes through each city.

### Skidding



When you take a corner, you often skid because the tires can't hold traction, given your speed and the ferocity of the turn. Prevent a crash by tapping the brakes as you turn. You slow down slightly, but still maintain good speed.

### Power Sliding



Using the handbrake on corners produces the best response from your vehicle; you slide around the corner at top speed. The handbrake (e-brake) allows sharp turns with minimal braking. Done to excess, this is dangerous (and fun), because your car oversteers or understeers. Learn to e-brake around corners as soon as possible.

### 180 Turns



When you're traveling at speed and want to reverse direction, pull sharply left or right, ease off the gas, and tap the handbrake. Your car spins around in a tighter space than you'd think. This is a great technique to use when being chased, or when you want to switch directions without heading around an entire city block in a circle. If you want to 180 from a stop, use the burnout button and turn sharply.





## Donuts



Achieve donuts, also known as 360s, by continuing a 180 turn as described here. Lock your steering to the left or right and accelerate, tapping the handbrake to sharpen the turn. Switch to the burnout button and use this with the handbrake for the most impressive donuts around!

## 180 to Reverse



This is a great complex technique to learn. Pull this off to aid in hand-eye coordination and learn your car's capabilities, then use it when being chased for a different view of the action. When you're halfway through a 180, apply the brakes and hold for reverse.

## Narrow Gaps



Steaming between two lampposts at top speed requires nerves of steel, but it allows you to quicken your pace, avoid pursuers, and keep the tightest of racing lines. Learn your vehicle's width, then apply it to driving between gaps.

## Oversteer, Understeer, Countersteer



Oversteering means continuing to hold left or right in a turn when the turn is finished (sometimes the car does this by itself in a corner). Stop this by countersteering or by easing off the turn earlier.



Understeering is the opposite of oversteering; you've stopped pressing left and right too early, and the vehicle doesn't complete the turn, heading instead into a wall or off the racing line. Prevent this by turning until the car is facing the direction you want. Then accelerate. Certain cars do this naturally; apply the handbrake to fix it.



Countersteering (also known as drifting) is the process of correcting an over- or understeer, usually after the car has taken a corner. It's used to regain control and keep a good racing line. In this example, the car is skidding around a corner to the right. To stop it from spinning out of control, the driver turns sharply left (check the front tire position), causing the car to slide, then straighten out. Veteran drivers can flick left and right to take turns at speed.

## Offensive Driving

Now you know the best moves to attempt around town. What about when a thug is on your tail, or you need to bring down a reprobate you're chasing? Try these offensive moves out. Remember: The bigger your vehicle, the easier it is to move others out of the way! These techniques can turn into accidents if you aren't prepared for them, or are crashing into posts!



## Fishtail



This is also known as the Precision Immobilization Technique (P.I.T.). Try it on a car in front of you that you want to stop or move out of the way. Strike its rear corner at a 45-degree angle. Straighten out with a 45-degree turn in the opposite direction as the victim's car spins, and continue on your way.

## Shunt



Shunting occurs when you hit a car traveling in the same direction as you, but more slowly. You hit them from behind and shake them up (sometimes the rear wheels lift off the ground). Follow up by pushing. The actions of the victim's car dictate your next course of action; usually you turn quickly and accelerate around the victim as it spins out.

## Sideswipe



This is another form of shunting, but from the sides. Speed up so you're lined up next to your victim, and then turn sharply, slamming the side of your car into theirs. A bigger car helps here, and the angle you strike determines the strength of the hit. This is great for knocking a cop car into a lamppost, for example, as you both speed

down a road. Countersteer if the victim bounces you! Sideswipe an oncoming car—although there's more chance of a crash.

## Clip



In clipping a car, you strike the victim with the corner of your vehicle, either head-on or from the side. When corners of two cars collide, both turn into each other in a controlled crash. It is possible to countersteer and accelerate away—great news if you want to keep going after an intersection accident.

## Ram



Ramming is when you strike a victim's vehicle with the full force of your car's front (or reverse into the car and strike with the full trunk area). If a car is hit on the side or head-on, both cars come to a crumpling halt, Tanner suffers injuries, and the cars slow or stop. This is the most damaging of all to both parties. Use it only when you really want to stop another car!

## Stunt Crashing

Now comes the fun: using the techniques you've learned, and adding a daredevil element to them. You're only a real wheelman if you can crawl out from a triple-somersault car flip without a scratch! Here are some stunts to try.

## Jumping



Launching your car up a ramp is simple, and hills or slopes work well. The steeper the ramp, the higher and shorter your airborne antics are. Hit a ramp off center, and your car is likely to turn and rotate while in the air, so experiment hitting ramps at different speeds and trajectories.

The more slowly you take a ramp, the more likely you'll land on your wheels. There are dozens of ramps across town to find; the city tour shows you where the best ones are! Also note that you can leave the ground by hitting some curbs, too.

## Somersault



Somersaults occur when you attempt a sharp turn and brake, and your vehicle (usually a top-heavy one) overturns and then flips through the air several times. You can also achieve this spectacular effect by hitting a ramp "incorrectly" (at an angle) and landing badly, usually off your wheels. The somersault continues until you stop rolling.



# Wheelman in Training

## Other Forms of Transportation

### Bikes



Not all vehicles handle like cars. Bikes are more susceptible to oversteer, accelerate faster, and come off worse in a crash. However, they have amazing handbraking abilities (making the sharpest of turns at speed), and can go anywhere Tanner can walk. They flip out on curbs and scenery more than cars.

Pulling back on your left thumbstick executes a wheelie (driving on the back tire); pushing forward executes a stoppie (tipping the bike forward on the front tire), but doing a stoppie at speed usually results in a flip. Use bikes to explore the off-road areas of town!

**Ramming bikes with a larger vehicle is incredibly fun. Clipping them results in some amusing out-of-control crashes, and slamming them results in little damage or speed loss for you, but a world of hurt for the biker.**

**TIP**

### Boats



Boats are less intense to drive, although leaping out of one as it travels at speed results in Tanner rolling along the back of the boat and into the water. Boats have a huge turning circle. To enter a boat, press the enter-vehicle button within a few feet and Tanner is transported to the wheel.

### Big Rigs and Buses



The big vehicles in the game are slow. Handbraking is available, but not much help, and these won't fit down alleys. They can cause car carnage like no other vehicle, however: Ram into cars and bikes without any steering problems! Flip top-heavy trucks like the Sobe Van at corners; the effects are intense!



### End Over End



Instead of somersaulting your car on its sides, flip a car end over end. This usually occurs if you land a jump but the front of your vehicle is heavy. Instead of landing on its front wheels, the vehicle strikes with its bumper or grill, then flips over and over. It's similar to the somersault but more damaging, and is another must-attempt for the stuntman in you!

### Jackknife



This only happens to big rig trucks with a trailer attached. If you take a corner sharply or strike an object and turn, the length and bulk of the trailer behind you causes the cabin to turn inward in an L-shape. Nothing good (except some gravity-defying rolls) has ever come of this technique, unless you want to show off your stunt skills.

### Ultimate Destruction



Launch off a hundred-foot cliff, land on your end, flip, then bounce, and strike an object at an odd angle. Sometimes the vehicle rotates in a maelstrom of shredding metal. This is known as Ultimate Destruction, and is achieved after multiple rolls from great heights. The best achievement is stopping after one of these incredible rolls with the car on its wheels, and still able to move!





## Lesson #5: Walking Tall

We know you can handle a vehicle, but what about when the action takes place on foot? You need a few handy takedown techniques to use while plodding around town. Here's the pedestrian plan of action:

### Advanced Wandering



Have you learned to circle-strafe yet? What about heading up and down stairwells without turning the corners? Both of these techniques allow quicker reactions. Circle-strafing is moving around your target without taking your eye off your foe or breaking aim. You do this by sidestepping while using the other thumbstick to turn

constantly around your enemy. The technique makes you less of a target (because you're moving), and your shooting more accurate (because you keep the victim in your sights).

Strafing up and down stairwells involves looking in the same direction while moving up or down and around the steps. Because you don't turn, you can ascend and descend the stairs quicker.

### Pedestrian Takedowns: Heads Up



When you need to eliminate thugs, punks, and other pedestrians, don't blast them in the torso or feet—aim for the head. Headshots are the most effective takedown technique; enemies go down with one shot.

### Vehicular Takedowns: Gunning the Engine



If you're on foot and you need to take out a vehicle, hit a tire or two to slow it down, then (if you can't target the driver) use all available ordnance to plug the vehicle's hood, setting the engine on fire. If the car's engine is in the rear, aim there instead. When the car's engine is burning, your job is done. That vehicle is going sky-high!

### Packing in the Health



When Tanner takes a pounding, keep a lookout for dark green boxes with a white cross on them. These are health packs, and restore energy to Tanner's health bar. They are dotted around Undercover missions, and can be found in any of the safe house landmarks. You can't hoard them. They do their work

automatically when Tanner steps into them. If he's at full energy, the health pack remains.

### Silence is Golden



The silenced pistol in your collection is more effective than you may think. You use it to take out enemies without a sound in your Undercover missions, but you can also apply it to Free Ride mode. Plug away at pedestrians or cops without creating a hullabaloo!

### Scenic Destruction



Your vehicle isn't your only tool for tearing through fences and badly constructed walls—your weapons can do the same. If you're on foot and need an escape route, try firing at weakened scenery. You could have a new route to take.

### Roll Out the Barrel



Tanner can't climb ledges higher than his waist, so he needs to use steps to reach higher ground. To return to a higher ledge or climb over a wall you can't leap over, use the barrel technique. Shoot a barrel, and herd it to the base of the ledge. Jump on the barrel, and up onto the ledge.

Use a car to get over fences seven feet in height: Park the car next to the fence and jump onto the hood, then the roof, then up and over the fence. This method gets you into areas like warehouses behind sealed gates.

## Defeating the Enemy's Feet



Use this classic combat technique to show punks who's boss. If your foe is using a vehicle as cover, crouch down and check the view underneath. You can usually see his feet under there; aim for them and bring that thug down without even facing him directly. Shooting through a window or windscreen with a clear line of sight also works.

## Lesson #6: I Fought the Law

### Felony 411

Are the cops getting overly aggressive? Check your felony meter (described earlier). It should be flashing and filling up because of your antisocial activity. When cops are after you, your felony rating gradually rises beyond the white vertical line inside the felony bar, and your running becomes more frantic. When you're at the maximum felony rating, expect four cop cars to be on your tail, pedestrian cops to shoot out your tires and bodywork at intersections, and roadblocks of cops to appear every six blocks or so.

How do you fight the law and win? You can't avoid the inevitable (your death or arrest in Free Ride mode), but here are some ways to fend off the law and give yourself a fighting chance.

### Tip #1: Learn the Driving Games



First, complete the Survival and Quick Getaway driving games, which involve cop chasing. Apply the techniques described in that section to your Undercover or Free Ride experiences.

### Tip #2: A Tight Squeeze



Cops hate driving in narrow, confined areas. Maneuver between lampposts and the sides of buildings on the sidewalk, slalom weave between lampposts along a road, and squeeze into gaps between sturdy fences. The cops mistime and crash.

### Tip #3: The Narrow Corner at Top Speed



This especially flummoxes the Nice and Istanbul cops. Severe and reckless cornering, at unsafe speeds and down the narrowest of alleys, results in the cop cars flipping over as they turn, or slamming into the outside corner in a vain attempt to match your skidding cornering. Then you can accelerate away.

This also works if you enter a narrow tunnel, usually from a sharp angle. A series of these cornering attempts leaves cops in the dust.

### Tip #4: Reverse and Ram



If you're in front of a lamppost, and the cop has seen you, reverse into the lamppost. The cop sometimes drives at your trunk and hits the lamppost, too. Then you can flee while the cop negotiates the lamppost. Or, during a chase, stop and reverse, hitting a cop who's pursuing you. That usually forces him into evasive maneuvering or bumps him in a different direction. Then flee!

### Tip #5: The Overshoot



Here's a classic cop-avoidance technique with many elements: Pretend you're going to take a jump at top speed or head off a ledge into water. Then, at the last possible second, drop under the jump or move to the side of the ledge, and stop. If the cops are traveling fast enough, they overshoot the jump or ledge.

Then you can quickly turn and speed off in the opposite direction while the cops try to skid around.

If your pursuers overshoot a ledge and drop (into the ocean) that disposes of them.



## Tip #6: The Shootout



It's not the wisest of moves, especially if two or more squad cars are converging on you, but you can exit your vehicle, aim through the windows, and blast the cops with bullets. Or wait until they step out of their vehicles and blast them. The shotgun is great at short range for this, or the Mac-10 at greater range. Try the grenade launcher for ultimate cop takedowns!

## Tip #7: The Overshoot and Shootout



This last technique combines plans #5 and #6. If the situation looks hopeless, coax the cops into a dead-end street, or area of dirt away from the main thoroughfares, and get them to overshoot. As you slow down, leap out of your moving vehicle and stand up as the cops launch overhead. Then run at them with guns blazing.

## Tip #8: Police Roadblock Barrage



If you encounter a police blockade at the highest felony ratings, scoot down a side road before you reach heavily armed cops, or you'll be searching for a new getaway vehicle with all four wheels inflated. If you must break through a block, swerve around it, or ram the gap between two cars to avoid getting stuck.

## Lesson #7: Driving Hazards

This next lesson explains how to use your environment, details the many hazards to watch for, and tells you how to cope with or take advantage of them.

## Crosstown Traffic



The most common problem is an abundance of slow-moving innocents driving around town. They get in your way, and sometimes cross in front of you at junctions. Learn when to expect this type of traffic by checking the traffic lights as you pass through a junction. If the light is red, expect an encroaching car.

## Hood Flip



If your car takes a solid hit to the front at speed, expect the hood to flip up. This blocks your vision, and can cause you to hit something. If you continue to drive at speed for 10 seconds, the hood rips off and you can see where you're going. Minimize the risk by switching to first-person mode or choosing a car with a small hood (like the Italian sports cars).

## Concrete/Tarmac



This surface is advantageous to your vehicle's traction. Expect a relatively smooth ride, good grip, and stable cornering capabilities (unless your car has problems in those areas to begin with). For an easy ride, choose areas with this type of ground covering.

## Keep Off the Grass



Driving from concrete to grass or sand results in traction loss. Grass is more slippery than sand, but both cause your car to skid and sometimes oversteer in turns (bikes are particularly susceptible to overly tight donuts when you make a sharp turn on these surfaces). When you're on grass, expect to take longer to turn and for your turning circle to be wider.



# Wheelman in Training

## Slopes and Hillocks



Much of Nice has long, sharp hills, and some of Miami and Istanbul's park areas have undulations that can be driven over, sometimes at speed. Your stopping distances and cornering suffers when moving at a fast pace through these areas (especially if the surface is grass). A series of bounces into consecutive hillocks while trying to stop or swerve can flip your vehicle.

## Danger! Cliff!



The last environmental hazard lends itself to spectacular plummets. There are many areas where weak or nonexistent fencing gives way to sheer drops to land or water. Leave solid ground when attempting a stunt, or when you plan to jump out at the last minute and coax an enemy into taking the dive instead.

## Into the Drink



Unless you're piloting a boat down an inlet or ocean area, don't go in the water. Even the shallow ornamental ponds in some parks are deep enough to stall and ruin a car. If you're headed for a body of water and can't avoid a soaking, leap from the vehicle and find the nearest ladder, steps, or slope to dry land.

The reverse is true if you're in a boat and near an area of jutting rocks or shallow water: You can run aground. You can scrape up onto shallow areas, across the ground, and get into the water if the scenery allows this and you're traveling fast enough.

## Trees and Posts

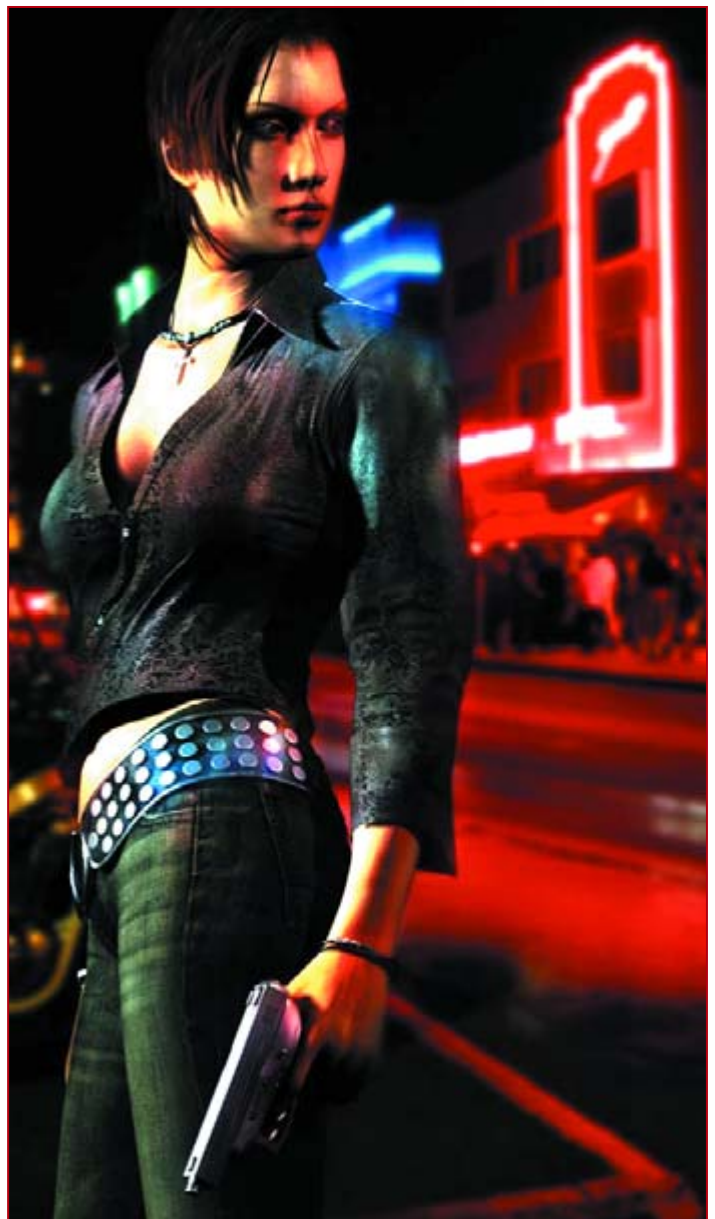


Trees, traffic lights, and lampposts have solid foundations that you can never uproot, even when you slam into them at speed in a big rig. This also applies to smaller palm trees, areas of bushes (although you can drive through the leaves at the edges), jutting rocks, and small concrete posts. Parking meters are fair game, however.

## Fences and Hedges



You can drive through chain-link fencing without a sturdy base, low-lying hedges, and rickety wooden fencing without penalty (on a bike, however, you must be traveling at speed, or you're stopped). You cannot drive through metal rod fencing, hedges, fences with a concrete base, or low walls. Attempts to do so damage your vehicle.





## Lesson #8: Ten Tips for the Top

### Tip #1: Slow Down When Passing a Cop

Up to no good? Have the cops not found out yet? When you're passing a cop car on the street, don't hit the sidewalk or the middle area. Slow down, wait for the cop to pass, then resume your maverick driving.

### Tip #2: Turn Sooner, Not Later

After you learn the city layouts, you'll remember which corners are coming up and how sharp they are, as well as the location of any lampposts around the bends. Then it's just a matter of skidding around early enough to stay off the far side of the road you're moving onto.

### Tip #3: Locate Every Alley

This guide's maps show every building and alley. This means you can find in minutes shortcuts that would normally take days to locate. When you know where the alleys are, you can become more proficient in your Undercover work.

### Tip #4: Drive Every Vehicle

Some of the vehicles are unlocked later in the game, and you may think some are not great to drive. You'd be wrong. Every vehicle handles differently, and some you might think would be a pain to drive (like the forklift or big rig) are the most fun!

### Tip #5: Grenade Launcher Punting

When you get this weapon in your hands, spend hours using it in Free Ride mode. Fire it at moving cars so the grenade rolls under the vehicle's wheels and explodes. The car is launched into the air. You can drop a second or third grenade to explode where it lands. We managed a three-hit combo before the vehicle exploded!

### Tip #6: Hood Up, First-Person On

If the hood flips up in an area where you're unfamiliar with the roads, are in a tight spot, or have cars in front of you, switch immediately to first-person mode so you won't be blind until the hood flies off. This is particularly important in the Driving Games.

### Tip #7: Play With Perspective

You may love the third-person perspective, but that doesn't mean it's always the most useful. Third-person perspective is more fun in a car; after you step out, first-person viewing makes aiming easier.

### Tip #8: Don't Get Fenced In

Take a crash course (literally) in fence deformation 101: Fences with concrete bases, trees, rocks, low walls, lampposts, and hedges with bases are study. Regular hedges, small fences, and chain-link fences (not the vertical metal ones) can be driven through.

### Tip #9: Safe Houses Are Good for Your Health

Remember that safe houses, hotels, and areas that aren't teeming with gangsters or the police usually have health packs to find and use. When you're wounded and on the run, drive by one of these places for health boosts.

### Tip #10: Learn Landmarks

These cities are vast—more than 150 square miles. Check the "City Tour" section and learn where the most visible landmarks are, commit them to map memory, and use them to help guide you to where you're headed.

## Lessons Over: Let's Ride!

We've finished your basic training! Now let's look at the vehicles you'll be driving at unsafe speeds around town, followed by a visit to the armory and a look at all the available offensive hardware.

Before starting your missions, learn the customs and landmarks of each city you're visiting. We don't want to create an international incident! Be cool, confident, and slightly unhinged—you're a real wheelman now!

# Vehicle Inspection

Now that you know how to skid, slide, donut, get wicked air, and slam vehicles around town, you can undertake a vehicle inspection. This section shows you every mode of transportation in Tanner's adventure. You can't choose the color, and you can only drive vehicles in the city where they are available, but the number of vehicles in the game allows for infinite hijinks!



Each vehicle has its own statistics; compare them to appreciate what the vehicle is capable of. We've also noted how the vehicle drives, based on extensive field tests. Finally, you can only unlock some vehicles under special circumstances (revealed at the back of the guide). The vehicles are listed in the order in which they appear in the Vehicle Choice area of Free Ride mode.

For information on driving, handling, and other maneuvering techniques for all vehicle types, consult the "Wheelman Training" section.

**TIP**

## The Vehicle Legend

**VEHICLE NAME:** The official name (some cars have this information on their livery).

**TOP SPEED (MPH):** How fast the vehicle can go. Attempt to reach top speed only on long straight roads or waterways.

**POWER (HP):** The power of the engine, measured in horsepower. The more horsepower, the more impressive (and usually the faster) the ride.

**WEIGHT (LBS.):** How heavy the vehicle is (not applicable at sea). The weight of a vehicle, coupled with the horsepower, indicates how far it will travel through the air. Weight is also a factor when hitting other vehicles; the heavier the vehicle, the better the chances of plowing through lighter vehicles.

**ENGINE TYPE:** What sort of engine powers the vehicle.

**DISPLACEMENT (cc):** How much power the vehicle's engine can produce, measured in cubic centimeters. The larger the displacement, the better the performance. The number of engine cylinders affects displacement; more cylinders means more power!

**WHEELBASE (M):** The distance in meters between the front and rear axles of the vehicle. The longer the wheelbase, the bigger (and more unwieldy) the vehicle.

**RIDE RATING:** How you should think about driving this vehicle in Free Ride mode. There are three ratings:

★ Reasonable: Try the vehicle at least once.

★ ★ Good: The vehicle has several factors or novel capabilities to recommend it.

★ ★ ★ Exceptional: This vehicle is an instant adrenaline rush, and must be driven!

## Miami Vehicles



**VEHICLE NAME:** '69 Bruiser

**TOP SPEED (MPH):** 135

**POWER (HP):** 306

**WEIGHT (LBS):** 2,789

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 5,409

**WHEELBASE (M):** 2.77

**RIDE RATING:** ★ ★ ★

Possibly the first car you'll try. There's a lot to like about this wild horse of a muscle car. First, it is nimble for a motor that takes a bit of wrestling to weave around corners, and the e-braking maneuvers and skid-outs are great to control. The car feels solid and stable, even when leaving the ground; it can flip, but it's difficult to cartwheel. An ideal about-town vehicle with impressive power and handling.



**VEHICLE NAME:** Antilli V09s

**TOP SPEED (MPH):** 170

**POWER (HP):** 125

**WEIGHT (LBS):** 437

**ENGINE TYPE:** 2-cyl V twin

**DISPLACEMENT (cc):** 998

**WHEELBASE (M):** 1.41

**RIDE RATING:** ★ ★ ★

The only bike you need in Miami! The Antilli has benefits aside from its phenomenal top speed, and is preferable to cars or being on foot in many situations. You can cover ground faster than a car (notably down alleys and up and onto the monorail). You can launch up stair ramps, weave through traffic easily, and reach destinations without lurching skids. However, you won't be able to ram certain breakable fences as easily, and you can come off your bike if you land from a long jump or skid. Maneuvering on grass is extra hazardous because of insane oversteering. One for the professional wheelman.



**VEHICLE NAME:** Cigarette 38 Top Gun

**TOP SPEED (MPH):** 100

**POWER (HP):** 2 x 750

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** 2 x V-12

**DISPLACEMENT (cc):** 2 x 9,100

**WHEELBASE (M):** 13

**RIDE RATING:** ★ ★ ★

It's easy to come by (there's one floating at the rear of your apartment pier), powerful, and fast. Use the Top Gun to cover distances across the waterways of Miami. It can take a beating, and you can ram the front of the boat into a pier and ground it if you need cover. It also has a tight turning circle; the only problem is that the boat's long for narrow navigation. This is your premier watercraft.





**VEHICLE NAME:** Dart Retaliator  
**TOP SPEED (MPH):** 130  
**POWER (HP):** 303  
**WEIGHT (LBS):** 3,426  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 6,286  
**WHEELBASE (M):** 2.66  
**RIDE RATING:** ★ ★

Another excellent ride from the muscle car era, the Dart Retaliator maneuvers with controlled lurching, similar to the '69 Bruiser. This is Tanner's initial car, parked in his garage. It's wide and doesn't have the same power as the Bruiser, but it has more weight to it—slower, but more stable. A great training car, easy to whip around corners. Perfect your driving techniques with this vehicle before moving on to the more interesting alternatives.



**VEHICLE NAME:** El Toro GT500  
**TOP SPEED (MPH):** 145  
**POWER (HP):** 255  
**WEIGHT (LBS):** 3,327  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 2,996  
**WHEELBASE (M):** 2.47  
**RIDE RATING:** ★ ★

Another great choice for the wheelman about town, the GT500 is sleek, wide, and has a small front hood (for stowing luggage—the engine is in the back), which doesn't hamper visibility if it flaps up. The engine whine indicates a quick and powerful machine, and handling is more precise than with the muscle cars—you can 180 on a dime. It's wide, but the cornering is nimble, almost too much so. Sometimes it's difficult to skid out of control and create spectacular crashes.



**VEHICLE NAME:** V-8  
**TOP SPEED (MPH):** 125  
**POWER (HP):** 225  
**WEIGHT (LBS):** 3,196  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 6,556  
**WHEELBASE (M):** 2.69  
**RIDE RATING:** ★ ★

With a monster displacement, but a less powerful engine, the V-8 is aptly named. It's a less powerful vehicle than the '69 Bruiser, but there's little difference between the motors, so this is a great alternative to use. Good weight distribution means the car usually lands from a ramp, but can easily be tumbled, too; that may be the versatility you're looking for. E-braking at sharp turns while speeding is also a blast in the V-8. No wonder Calita's collecting them.



**VEHICLE NAME:** Patriarch Tycoon  
**TOP SPEED (MPH):** 120  
**POWER (HP):** 300  
**WEIGHT (LBS):** 3,197  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 6,750  
**WHEELBASE (M):** 3.03  
**RIDE RATING:** ★ ★

When you want to cruise in the style of an English gent, try the Tycoon. You're not going to get seat-of-the-pants acceleration and cornering, but the car does have a few surprises. It's quick off the block, and the extra length means e-braking and swinging out are more pronounced at corners, allowing you to perfect this skill. Finally, it's long but it isn't wide, making it great for narrower streets...until you need to sharply corner, that is!



**VEHICLE NAME:** Flamingo Taxi  
**TOP SPEED (MPH):** 110  
**POWER (HP):** 139  
**WEIGHT (LBS):** 3,488  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 5,735  
**WHEELBASE (M):** 3.1  
**RIDE RATING:** ★

You'll have plenty of time to try out this average motor in Undercover mode, but for pleasure, there are plenty of better choices than the Flamingo Taxi. Although it's thin enough to squeeze down alleys with ease, it lacks speed, making outrunning the cops more of a chore. It's still great to launch up ramps (it's easier to hit your mark with the taxi than a wider muscle car) and fun to flip, but there are better-handling cars out there.



**VEHICLE NAME:** Grande Spedizione 76  
**TOP SPEED (MPH):** 120  
**POWER (HP):** 139  
**WEIGHT (LBS):** 3,417  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 4,950  
**WHEELBASE (M):** 2.72  
**RIDE RATING:** ★ ★

Forget any thoughts of tight, precise cornering with this jalopy. It's wide, the steering is inaccurate unless you make forceful turns, and it slides across the ground with limited tire grip. Try this car on grass, and you'd think you drove onto an ice rink! But these limitations make the Grande Spedizione 76 a worthy car to tame and launch into stunts. You need copious counter-steering when swinging around corners, but you'll learn to drive better, and you'll notice the benefits of other cars after lurching around town in this one!

# Vehicle Inspection



**VEHICLE NAME:** Adams Liberty  
**TOP SPEED (MPH):** 110  
**POWER (HP):** 218  
**WEIGHT (LBS):** 5,363  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 7.544  
**WHEELBASE (M):** 2.84  
**RIDE RATING:** ★ ★

Great for side-slamming, the Liberty allows you to oversteer on corners while the less-than-impressive tires slide across the tarmac. There's no such thing as a swift or precise turn at speed in this car. Watch for surprises, and slow to avoid crashes. Of course, if crashing is what you want, put this car at the top of the list—it gradually breaks apart in spectacular fashion. It has a faster, more controllable Spedizione-style motor.



**VEHICLE NAME:** 80 Redline V-8  
**TOP SPEED (MPH):** 130  
**POWER (HP):** 295  
**WEIGHT (LBS):** 3,245  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 5,735  
**WHEELBASE (M):** 2.49  
**RIDE RATING:** ★ ★ ★

Sleek, with a wide wheelbase that allows for a greater chance of landing upright after a flip, the Redline V-8 is a monster of a motor with excellent acceleration, and a specific way to corner at speed: Dab the e-brake as you swing around the corner and you swerve right into the road you're skidding toward without losing control. A low center of gravity complements this wide but fast performance car.



**VEHICLE NAME:** Scout Chaser  
**TOP SPEED (MPH):** 95  
**POWER (HP):** 195  
**WEIGHT (LBS):** 4,963  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 5,735  
**WHEELBASE (M):** 3.01  
**RIDE RATING:** ★ ★

Although rather ponderous when cornering (despite being easy to control), and lacking the quickness to win any land-speed records, the Scout Chaser is still a classic sport utility vehicle. The size of the truck makes seeing objects in front of you difficult at times, and the wide shape makes tight cornering a problem, but the bouncing shock absorbers can catapult you over ramps or into cars in a way you've never experienced. The slow reaction speed means you must anticipate traffic problems earlier than usual.



**VEHICLE NAME:** Hunter 313 T  
**TOP SPEED (MPH):** 165  
**POWER (HP):** 270  
**WEIGHT (LBS):** 2,806  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 2,926  
**WHEELBASE (M):** 2.46  
**RIDE RATING:** ★ ★ ★

When this car becomes available, slide into the seat and accelerate to top speed before attempting a spectacular crash; car carnage is even more impressive at 165 mph! The Hunter is a stellar car to skid around in. With judicious e-braking, you can take any corner at any speed (providing you're prepared to counteract the oversteer after the skid), and outrun the cops.



**VEHICLE NAME:** G750 Pickup  
**TOP SPEED (MPH):** 96  
**POWER (HP):** 225  
**WEIGHT (LBS):** 5,181  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 5,735  
**WHEELBASE (M):** 3.3  
**RIDE RATING:** ★ ★ ★

Of all the larger, truck-based vehicles, this is the most fun to drive. A Scout Chaser without the roof, the G750 Pickup has a lower center of gravity, making it steadier in extreme circumstances. While the top speed is pitiful, this is one of the few vehicles you can corner without taking your foot off the gas or e-braking (as long as you anticipate the corner early enough). This allows easy, if leisurely, motoring around the major thoroughfares. Don't forget to flip one of these; the tumbling is spectacular!



**VEHICLE NAME:** Scout Cargo Van  
**TOP SPEED (MPH):** 94  
**POWER (HP):** 185  
**WEIGHT (LBS):** 4,740  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 4,950  
**WHEELBASE (M):** 3.77  
**RIDE RATING:** ★

It isn't easy to flip, and can shove light vehicles out of its path, but the Scout cargo van has little else going for it. It's ungainly, with a modest top speed and a huge turning radius, and its imprecise steering means you must know where you're going to avoid overshooting your target. It's based on the truck chassis of the Chaser, but the van is nowhere near as responsive, although it can take more damage. Use it in a mission as a last resort.







**VEHICLE NAME:** Packer Transport  
**TOP SPEED (MPH):** 76  
**POWER (HP):** 320  
**WEIGHT (LBS):** 11,248  
**ENGINE TYPE:** Diesel  
**DISPLACEMENT (cc):** 6,200  
**WHEELBASE (M):** 6.19  
**RIDE RATING:** ★ ★

This granddaddy of truck hauling won't be able to tear down any streets (forget about alleys), and has a slow acceleration and not much speed, but its sheer size and weight make it difficult to wreck. You can plow through intersections, taking out cars without varying your course. Cars that sideswipe you are smashed while you remain unscathed. Your tires will go before this monster falls apart! It's great to use against the police, but if you take a ramp off center, you usually land on your side. Flipping and landing right side up is almost impossible.



**VEHICLE NAME:** Miami Bus  
**TOP SPEED (MPH):** 74  
**POWER (HP):** 240  
**WEIGHT (LBS):** 10,412  
**ENGINE TYPE:** Diesel  
**DISPLACEMENT (cc):** 5,900

**WHEELBASE (M):** 4.23

**RIDE RATING:** ★

The Miami bus has all the problems of the larger vehicles (extremely slow, terrible acceleration), but it's slightly easier to turn on tarmac. Take it for a spin only occasionally. You need an entire beach to skid around (e-braking is possible when coupled with braking and high speed), but the extra length of the bus makes negotiating the roads difficult. Here's a challenge: Get the bus to stand on its front or rear end (it's possible!).



**VEHICLE NAME:** Sobe Packer Truck  
**TOP SPEED (MPH):** 80  
**POWER (HP):** 225  
**WEIGHT (LBS):** 7,853  
**ENGINE TYPE:** Diesel  
**DISPLACEMENT (cc):** 3,900  
**WHEELBASE (M):** 4.99  
**RIDE RATING:** ★ ★

This truck makes you thirsty for an energy drink. Try it when you want to ram smaller vehicles (such as all the cars) without slowing down. Shoving cars out of your way and sideswiping is excellent fun, and you don't suffer a grinding crash. But little e-braking is available and the truck can get stuck in tight spots. It is difficult to drive up ramps, and when it flips, expect it to remain upturned.



**VEHICLE NAME:** Go-kart  
**TOP SPEED (MPH):** 60  
**POWER (HP):** 34  
**WEIGHT (LBS):** 265  
**ENGINE TYPE:** 2-cyl twin  
**DISPLACEMENT (cc):** 250  
**WHEELBASE (M):** 1.05  
**RIDE RATING:** ★ ★ ★

Imagine greater maneuverability than a bike, but with the ability to smash through fences easily like a car. Despite modest speed, the Go-kart is a must-drive vehicle. It can drive up onto the monorail, has insanely tight cornering, and oversteers like mad when you e-brake. It takes a couple of severe rams to lose a wheel, and it is drivable until both front wheels fail. It's sturdy and difficult to flip. Try ramps, and also hitting cars head-on; the victim's car launches over you!



**VEHICLE NAME:** Velocity Turbo  
**TOP SPEED (MPH):** 148  
**POWER (HP):** 485  
**WEIGHT (LBS):** 2,354  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 6,997  
**WHEELBASE (M):** 2.16  
**RIDE RATING:** ★ ★ ★

Incredible! Its eyeball-drying acceleration and perfect turning make this powerful roadster a real joy to drive; it's at the top of your wish list. The best part is the tightest braking of all. You can face 180 degrees in reverse within a few feet of braking at top speed. In fact, the braking is so severe, you need to relearn your techniques to cope! It's wide, but otherwise is a fantastic car.



**VEHICLE NAME:** TT Cuatro SuperPower  
**TOP SPEED (MPH):** 160  
**POWER (HP):** 306  
**WEIGHT (LBS):** 2,200  
**ENGINE TYPE:** V-8  
**DISPLACEMENT (cc):** 4,736  
**WHEELBASE (M):** 2.68  
**RIDE RATING:** ★ ★ ★

If Velocity Turbo roadsters aren't your bag, try the TT Cuatro SuperPower. This is the fastest, tightest-turning car Miami has to offer, and you won't look at any other vehicle the same way after driving this! Its supreme braking and acceleration, low center of gravity, and the fact you don't need to e-brake to corner (turning does the trick) makes this a must-own car. The only drawback is the car's width and a flapping rear engine hood that obscures your vision.

# Vehicle Inspection



**VEHICLE NAME:** Farley FLH Whole Hog

**TOP SPEED (MPH):** 130

**POWER (HP):** 110

**WEIGHT (LBS):** 485

**ENGINE TYPE:** 2-cyl V twin

**DISPLACEMENT (cc):** 1,130

**WHEELBASE (M):** 1.75

**RIDE RATING:** ★★

A slightly more ponderous bike than the Antilli, the Whole Hog has the ability to e-brake (or "donut") from a stop, but this doesn't work at speed, so you need to brake at turns as well. It's lumbering for a bike, and difficult to ride at speed without falling off. The Whole Hog may satisfy your biker urge, but it isn't as precise as the other two-wheeled offering. A professional wheelman is needed to ensure Tanner isn't flung from this little piggy.



**VEHICLE NAME:** Surf Craft

**TOP SPEED (MPH):** 55

**POWER (HP):** 2 x 250

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** 2 x V-6

**DISPLACEMENT (cc):** 1 x 3,032

**WHEELBASE (M):** 7.5

**RIDE RATING:** ★

More maneuverable at low speeds than the Cigarette Top Gun, the Surf Craft is a small two-man vessel with a low top speed, and little else to keep the playboy wheelman occupied. If negotiating tight aquatic turns is your reason for visiting Miami, take this out for a ride, but it takes you twice as long to reach destinations. This boat is used to ferry reprobates from offshore gangs, so it could be used as a distraction during missions.



**VEHICLE NAME:** Sea-King Cormorant

**TOP SPEED (MPH):** 50

**POWER (HP):** 2 x 300

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** 2 x V-8

**DISPLACEMENT (cc):** 2 x 5,700

**WHEELBASE (M):** 13.7

**RIDE RATING:** ★

Even a turning circle and the finest in waterproof upholstery doesn't make the Sea-King Cormorant any more of a draw than the Surf Craft. It has half the speed of the Top Gun, but more bulk, which makes it difficult to see the water ahead, even in first-person mode. Take a pleasure cruise once in a while in the Cormorant, but there's only one speedboat you need in Miami.



**VEHICLE NAME:** Packer Big Daddy

**TOP SPEED (MPH):** 75

**POWER (HP):** 420

**WEIGHT (LBS):** 13,738

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 6,500

**WHEELBASE (M):** 6.52

**RIDE RATING:** ★★★

Ignore the lack of speed and e-braking—this is a riot to drive! Aside from its cool-sounding horn, the Big Daddy has a good turning circle and the ability to smash through any other vehicle without being sent off path. But the weight distribution at the front of the vehicle also means you can hit a ramp, fly through the air and land on the rig's grill, then somersault forward. The effect is spectacular!



This is the trailer for Miami, a flatbed. It has a lower center of gravity than a cargo container, and therefore is easier to drive. After you reverse in and automatically clamp the Big Daddy onto the trailer, the e-braking button unhooks it. After you unhook, you can't reattach. Driving with the trailer attached is more perilous because you can jackknife on tight corners, but try ramps with both the rig and trailer for extraordinary mangling!



**VEHICLE NAME:** Police Prowler

**TOP SPEED (MPH):** 120

**POWER (HP):** 205

**WEIGHT (LBS):** 3,693

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 6,555

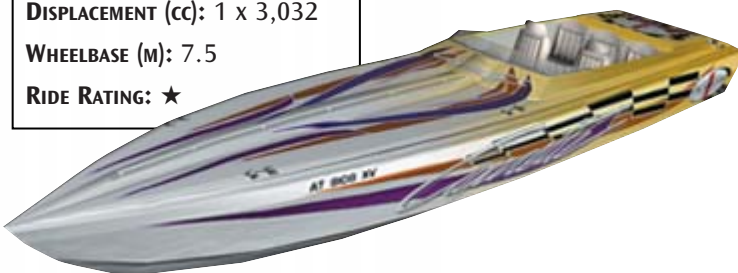
**WHEELBASE (M):** 2.87

**RIDE RATING:** ★★★

There's nothing more satisfying than skidding around town in a stolen Prowler, and the Miami P.D.'s machines are impressive. Check the top speed and then find vehicles that can outrun the Prowler if you want to lose your tail. Use your horn button for the siren, and take corners with slight e-brake taps. The Prowler is proficient at turning and handling, and is great for stunts!



The final vehicle in Miami is the monorail, which runs around the downtown area. You cannot enter the monorail, and can only access the tracks via the stations, using a bike, the Go-kart, or your feet. On the rails you can chase or run from incoming or outgoing carriages, but you can't stop them, and they'll damage you if they hit you.





### Nice Vehicles



**VEHICLE NAME:** Vitesse Moyenne 72X

**TOP SPEED (MPH):** 99

**POWER (HP):** 90

**WEIGHT (LBS):** 2,205

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,580

**WHEELBASE (M):** 2.85

**RIDE RATING:** ★ ★

A great car to drive, despite the average performance characteristics. This is the best car to start your Nice driving experience with, as you can familiarize yourself with how different the European cars handle. Good braking, e-braking, and turning allow you to nimbly move around the narrower streets, although the length of the vehicle means you still scrape against tight corners. The car is unstable at high speeds and on ramps—great for stunts!



**VEHICLE NAME:** Le Compact XS

**TOP SPEED (MPH):** 105

**POWER (HP):** 95

**WEIGHT (LBS):** 2,877

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,588

**WHEELBASE (M):** 2.68

**RIDE RATING:** ★ ★ ★

A great little runabout, the Le Compact XS handles like the Moyenne, but has greater speed and is more uncontrollable on grass. It is slightly narrower, too, meaning you can adjust direction as you approach ramps at speed without losing control as easily. The weight distribution means the XS can flip with the best of them, but it lands on the ground more times, too.



**VEHICLE NAME:** Packer Big Daddy

**TOP SPEED (MPH):** 75

**POWER (HP):** 420

**WEIGHT (LBS):** 13,738

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 6,500

**WHEELBASE (M):** 6.52

**RIDE RATING:** ★ ★ ★

Ignore the lack of speed and e-braking—this is a riot to drive! Aside from its cool-sounding horn, the Big Daddy has a good turning circle, and more important, the ability to smash through any other vehicle without being sent off your path. But the weight distribution at the front of the vehicle also means you can hit a ramp, fly through the air and land on the rig's grill, then somersault forward over and over. The effect is spectacular!



This is the trailer for Miami, a cargo container. This has a higher center of gravity than a flat bed, and is harder to drive. After you reverse in and automatically clamp the Big Daddy onto the trailer, the e-braking button unhooks it. Once you unhook, you can't reattach. The extra height and narrow streets make driving with the trailer hitched something of a chore, unless you're going over the ramps in a spectacular stunt crash!



**VEHICLE NAME:** Cigarette 42 Tiger

**TOP SPEED (MPH):** 100

**POWER (HP):** 2 x 750

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** 2 x V-12

**DISPLACEMENT (cc):** 2 x 9,100

**WHEELBASE (M):** 13

**RIDE RATING:** ★ ★ ★

It looks like Tanner's Miami powerboat and the Cigarette 38 Top Gun; the 42 Tiger is a similar model, but with distinctive blue livery instead of the yellow decals. This is the preferred way to coast around the beautiful Nice beaches. It takes a beating, and you can ram the front of the boat into a pier and ground it if you need cover. It has a tight turning circle, but it's long for narrow navigation. Otherwise, this is your premier watercraft.



**VEHICLE NAME:** Benissimo 74Turbo

**TOP SPEED (MPH):** 170

**POWER (HP):** 375

**WEIGHT (LBS):** 3,263

**ENGINE TYPE:** V-12

**DISPLACEMENT (cc):** 3,929

**WHEELBASE (M):** 2.65

**RIDE RATING:** ★ ★ ★

Take a moment and check the top speed and horsepower of this monstrous automobile. Supremely powerful, the Benissimo is a sports car lover's dream; it is responsive even on grass, and has instant braking and great e-braking capabilities to make every corner a dream. A low center of gravity ensures it lands on its wheels most of the time, and it steams through traffic and away from cops. The only downside is the width. It's difficult to negotiate down the tight Nice alleys.



**VEHICLE NAME:** Dagger Type-T

**TOP SPEED (MPH):** 149

**POWER (HP):** 268

**WEIGHT (LBS):** 3,430

**ENGINE TYPE:** V-12

**DISPLACEMENT (cc):** 5,343

**WHEELBASE (M):** 2.71

**RIDE RATING:** ★ ★ ★

There's nothing like zooming around the French Riviera in a classic open-top sports car, and this is one of the best. It doesn't have the capabilities of the Benissimo, but the Dagger's braking is more subtle, meaning you have a less savage stop and less chance of oversteering as you slow. Good acceleration, easy to flip (a low center of gravity adds to the chance of landing on your wheels), and thin enough for the Nice alleys.



**VEHICLE NAME:** Le Compact Rapporter

**TOP SPEED (MPH):** 78

**POWER (HP):** 33

**WEIGHT (LBS):** 1,576

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,050

**WHEELBASE (M):** 2.38

**RIDE RATING:** ★ ★

This car has two main uses: negotiating the twists and turns of Nice with ease, and adding extra tumbles to your stunts. With a center of gravity farther from the ground, this car tends to lean a little on slopes and is easily flipped and somersaulted—handy for stunts but less so for Undercover missions. Its small size makes it great to lurch around in but less impressive on the straights.



**VEHICLE NAME:** Prontezza Freddo

**TOP SPEED (MPH):** 160

**POWER (HP):** 320

**WEIGHT (LBS):** 3,086

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 4,930

**WHEELBASE (M):** 2.7

**RIDE RATING:** ★

Use the Freddo to weave around enclosed streets or up ramps. Its low center of gravity makes road-holding impressive, especially as the brakes work very well. You can't ignore the failings of this car though—you never get anywhere quickly, and the width of the car makes negotiating the thinner alleys a chore.



**VEHICLE NAME:** Prontezza Brezza

**TOP SPEED (MPH):** 141

**POWER (HP):** 256

**WEIGHT (LBS):** 4,178

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 4,966

**WHEELBASE (M):** 2.52

**RIDE RATING:** ★ ★ ★

Narrow enough to be an asset in the alleys, and more than capable of accelerating down the longer straight areas at speed, the Brezza is a breeze to drive. It has amazing

brakes—even when you fully wrench the steering to one side as you brake and turn at top speed, you won't oversteer. A low center of gravity, plus great e-braking and wheel-spinning, rounds off this impressive roadster.



**VEHICLE NAME:** Conquest Motors Dominance

**TOP SPEED (MPH):** 151

**POWER (HP):** 390

**WEIGHT (LBS):** 3,807

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 5,340

**WHEELBASE (M):** 2.76

**RIDE RATING:** ★ ★

The pride of British engineering, the Dominance is a classic sports car with an amazing top speed but a slow acceleration, partly because of the car's weight. This means you'll create carnage-filled stunts if you flip the car. The width is small enough for Nice's streets. Brake hard at top speed, then try a 180 while holding the brake in reverse. This results in an easy-to-perform spin while you stay traveling in the same direction. Try it to show off!



**VEHICLE NAME:** Le Compact Taxicab

**TOP SPEED (MPH):** 107

**POWER (HP):** 83

**WEIGHT (LBS):** 2,028

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,585

**WHEELBASE (M):** 2.38

**RIDE RATING:** ★

Average in every respect, the taxicab is everywhere. Although it's fast off the mark and has passable speed, there's little else to recommend it. Braking is fine, without oversteer; e-braking is poor, even at sharp corners (combine it with braking for best results). There are more impressive cars to manhandle.



**VEHICLE NAME:** LTS V-8

**TOP SPEED (MPH):** 138

**POWER (HP):** 238

**WEIGHT (LBS):** 3,373

**ENGINE TYPE:** L6-SOHC

**DISPLACEMENT (cc):** 3,210

**WHEELBASE (M):** 2.63

**RIDE RATING:** ★ ★

German engineers toiled away on this motor and it shows. It is proficient at most tasks you demand from it, and has good acceleration and handling. However, it has a glaring flaw: It overturns if you brake and turn sharply while traveling at speed. Try this to add spice to your stunts. It is possible to flip this car without a ramp.





**VEHICLE NAME:** Vitesse Moyenne 94LE

**TOP SPEED (MPH):** 110

**POWER (HP):** 105

**WEIGHT (LBS):** 2,789

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,985

**WHEELBASE (M):** 2.87

**RIDE RATING:** ★ ★ ★

Both this and the police variant are the best ways to see the sights of Nice, because of the compact nature of the cars and their ability to steer around corners while at speed. Never so fast that they're uncontrollable, or so slow you don't enjoy the ride, these cars have only two disadvantages: On long, straight streets they aren't extremely fast, and going off ramps they tend to flip spectacularly. That's never good during an Undercover mission, but great if you're filming a metal-mangling crash!



**VEHICLE NAME:** Le Chariot Klein

**TOP SPEED (MPH):** 68

**POWER (HP):** 34

**WEIGHT (LBS):** 1,411

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 845

**WHEELBASE (M):** 2.47

**RIDE RATING:** ★

This ancient hardtop van is a menace to other road-users, which is perfect if you're trying new and amusing ways to fly through the air off ramps, but is of little use as a get-around vehicle. The Klein's top speed is pitiful, meaning long straights are time-consuming to drive. The top-heavy hardtop also makes cornering a fearful proposition because the vehicle lurches on two wheels. That negates the bonus of being thin enough to fit down the alleys.



**VEHICLE NAME:** Le Chariot Transport 6

**TOP SPEED (MPH):** 68

**POWER (HP):** 34

**WEIGHT (LBS):** 1,411

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 845

**WHEELBASE (M):** 2.47

**RIDE RATING:** ★ ★

This pickup version doesn't have the heavy hardtop and isn't as prone to flipping out. Make sure you try the brakes on either of the Le Chariot classics—they're excellent, and the incredible lightness of the vehicles means you can achieve many more airborne somersaults than with heavier motors. Don't overlook the stunt potential.



**VEHICLE NAME:** Le Chariot Cinq

**TOP SPEED (MPH):** 86

**POWER (HP):** 45

**WEIGHT (LBS):** 1,731

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 956

**WHEELBASE (M):** 2.43

**RIDE RATING:** ★ ★

With its heavy roof and four tiny wheels, don't expect to set records in this hunk of junk. Despite outward appearances, however, it is satisfying to drive if you manhandle the car to the extreme. It's a definite tryout, because of two-wheel top-speed braking, numerous chances at airborne tumbles if you take off a ramp at a rakish angle, and no loss of visibility even when the hood is flapping.



**VEHICLE NAME:** Lastwagon Kasten

**TOP SPEED (MPH):** 70

**POWER (HP):** 45

**WEIGHT (LBS):** 2,756

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 956

**WHEELBASE (M):** 2.13

**RIDE RATING:** ★

Imagine the speed of Le Chariot Klein, but with extra weight and less aerodynamic surface, and you can envision what driving a corrugated metal shed is like. Drive it only as a last resort. You can attempt some tumbling stunts with this, but the small wheels have problems driving over sidewalks. Try it out a couple of times; you may find the wide turns endearing. And yes, that ladder does come off!



**VEHICLE NAME:** Dolva 8M8

**TOP SPEED (MPH):** 80

**POWER (HP):** 230

**WEIGHT (LBS):** 8,344

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 3,900

**WHEELBASE (M):** 4.99

**RIDE RATING:** ★ ★

The Dolva 8M8 handles like the Sobe Truck in Miami—a slow, top-heavy vehicle with wide cornering and no e-brake opportunities (it acts as a gas pedal). Take care while cornering so you don't tip, but run down bikers and smaller vehicles for fun. The impacts are great to watch although you can be maneuvered off course. Finally, check the right-rear side for the button marked "ramp deploy." This opens the rear of the truck, allowing you to drive a car up and into it (useful for the Hijack mission).





**VEHICLE NAME:** Le Autobus  
**TOP SPEED (MPH):** 75  
**POWER (HP):** 240  
**WEIGHT (LBS):** 10,412  
**ENGINE TYPE:** Diesel  
**DISPLACEMENT (cc):** 5,900  
**WHEELBASE (M):** 4.23  
**RIDE RATING:** ★

Driving buses is similar, whether you're in France or Miami: They are long unwieldy vessels with no e-brake, but are good at turning circles at slow speed. You'll need an entire beach to skid around (e-braking is possible when coupled with braking and high speed), but the extra length of the bus makes negotiating difficult. Here's a challenge: Get the bus to stand on its front or rear end (it's possible).



**VEHICLE NAME:** Dolch Schub  
**TOP SPEED (MPH):** 123  
**POWER (HP):** 150  
**WEIGHT (LBS):** 2,899  
**ENGINE TYPE:** L4-SOHC  
**DISPLACEMENT (cc):** 1,766  
**WHEELBASE (M):** 2.66  
**RIDE RATING:** ★ ★ ★

The classic Dolch name stands for quality, even for a roadster more than 30 years old, and the Schub is no exception. It's quick off the starting grid, able to turn on a dime, and

although it can get up on two wheels, a quick e-brake returns control to the driver in milliseconds. The Schub, the quintessentially French open-top roadster, works well at delivering you speedily to your destination, whatever width the alleyways are.



**VEHICLE NAME:** Camper Van  
**TOP SPEED (MPH):** 75  
**POWER (HP):** 44  
**WEIGHT (LBS):** 3,693  
**ENGINE TYPE:** Flat 4  
**DISPLACEMENT (cc):** 1,588  
**WHEELBASE (M):** 2.39  
**RIDE RATING:** ★ ★

Belching noxious vapors from its tailpipe, this hippy wagon is quick to crumple under duress, is easily flipped onto its roof, and has a snail's pace for a maximum speed. But it's fun to rough up on any of the larger expanses of Nice that include ramps, such as the airport. A tight e-brake turn and skid at low speeds and a fast reverse help this rusting '60s throwback from becoming a mediocre ride.



**VEHICLE NAME:** Dagger Type-S  
**TOP SPEED (MPH):** 135  
**POWER (HP):** 303  
**WEIGHT (LBS):** 3,197  
**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 6,286  
**WHEELBASE (M):** 3.21  
**RIDE RATING:** ★ ★ ★

A vicious-looking, highly desirable sports car with plenty of power, impressive braking (on tarmac you can stop dead from top speed in around a second if you turn as well), great e-braking opportunities if you accelerate or swerve while tapping the brake beforehand, and no large hoods or trunks to flap up and obscure your view. It's the finest way to see Nice; take it for a spin and a ramp or two.



**VEHICLE NAME:** Moped  
**TOP SPEED (MPH):** 65  
**POWER (HP):** 31  
**WEIGHT (LBS):** 209  
**ENGINE TYPE:** 2-stroke single  
**DISPLACEMENT (cc):** 100  
**WHEELBASE (M):** 1.1  
**RIDE RATING:** ★

The most embarrassing vehicle for a trained agent and wheelman extraordinaire to be sitting on, the moped is twitchy, to say little of its acceleration and speed, both of which are unimpressive. All this motorized hair dryer is useful for is learning the rudiments of driving a bike—the quicker turns, the skidding and severe turns on grass, and falling off after a jump or if you slam into an obstacle. Do this at a slightly slower pace on the moped before you find a bike worthy of Tanner's mettle, or use it to explore the alleys if you don't want to run on foot.



**VEHICLE NAME:** Sun Runner  
**TOP SPEED (MPH):** 170  
**POWER (HP):** 110  
**WEIGHT (LBS):** 337  
**ENGINE TYPE:** L4-DOHC  
**DISPLACEMENT (cc):** 929  
**WHEELBASE (M):** 1.4  
**RIDE RATING:** ★ ★ ★

Now this is more like it! Switch to the Sun Runner if you're after the most dangerous yet exhilarating ride of your life in Nice. The slim design means venturing through narrow gaps is better served on this bike than any other vehicle, but the possibility is always present of suffering harm if you hit something and fall off. Only veteran wheelmen should venture onto this bike at top speeds—this is one of the fastest vehicles in all three cities. Watch your cornering, and brake, because you can't swiftly turn on a dime when you're at half your maximum speed or greater.



**VEHICLE NAME:** Sea-King Cormorant  
**TOP SPEED (MPH):** 55  
**POWER (HP):** 2 x 300  
**WEIGHT (LBS):** n/a  
**ENGINE TYPE:** 2 x V-8  
**DISPLACEMENT (cc):** 2 x 5,700



**WHEELBASE (M):** 13.7

**RIDE RATING:** ★

Even a tight turning circle and the finest in waterproof upholstery doesn't make the Sea-King Cormorant more of a draw than the Surf Craft. It has half the speed of the Tiger, but more bulk, which makes it difficult to see the water ahead, even in first-person mode. Take a pleasure cruise once in a while in the Cormorant, but there's only one speedboat you need in Nice.



**VEHICLE NAME:** Sea-King Silverfish

**TOP SPEED (MPH):** 55

**POWER (HP):** 2 x 300

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** 2 x V-8

**DISPLACEMENT (cc):** 2 x 5,700

**WHEELBASE (M):** 13.3

**RIDE RATING:** ★

Check the Silverfish statistics and compare it to the Cormorant, and you'll see they're identical. However, the Silverfish is lower to the water and larger, making it more susceptible to running aground, and more difficult to dock at small or narrow births. When you want a slow cruise along the Riviera, take this out into the Mediterranean. Otherwise, you're more likely to enjoy the intense thrills of the Tiger.



**VEHICLE NAME:** Forklift

**TOP SPEED (MPH):** 30

**POWER (HP):** 33

**WEIGHT (LBS):** 2,328

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 660

**WHEELBASE (M):** 1.12

**RIDE RATING:** ★ ★ ★

The forklift looks like it's only useful for picking up and carrying boxes, and while this is true, it also makes for an amusing half-hour diversion. The burnout button doesn't cause the forklift to skid, but raises and lowers the lift. If you can catch any vehicles, ram them, flick the arm to raise the car, and flip the vehicle over! Press the burnout button again to lower the arm. Create a barricade of turned-over cars! Experiment with accelerating while raising the arm for various flipping effects.



**VEHICLE NAME:** Vitesse Moyenne 94 Police

**TOP SPEED (MPH):** 102

**POWER (HP):** 90

**WEIGHT (LBS):** 2,205

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,580

**WHEELBASE (M):** 2.85

**RIDE RATING:** ★ ★ ★

Both the Vitesse Moyenne 94LE and the police variant are the best ways to see the sights of Nice, because of the compact nature of the cars and their ability to steer around corners while at speed. Never so fast that they're uncontrollable, or so slow you don't enjoy the ride, these cars have only two disadvantages: On long, straight streets they aren't extremely fast, and going off ramps they tend to flip spectacularly. That's never good during an Undercover mission, but great if you're filming a metal-mangling crash. Also, remember the horn is a siren!

## Istanbul Vehicles



**VEHICLE NAME:** Santun TTZ

**TOP SPEED (MPH):** 127

**POWER (HP):** 150

**WEIGHT (LBS):** 2,646

**ENGINE TYPE:** L6-DOHC

**DISPLACEMENT (cc):** 2,565

**WHEELBASE (M):** 2.41

**RIDE RATING:** ★ ★ ★

For a car that's available from the start of Istanbul, the TTZ is an exceptional vehicle. It's capable of good speed, and usually quick to accelerate from a standstill. It's sturdy, and won't wobble off its four wheels even when you sharply brake and turn. There are few better vehicles in which to find your way around Turkey than this.



**VEHICLE NAME:** Sport Fisher

**TOP SPEED (MPH):** 50

**POWER (HP):** 2 x 300

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** 2 x V-8

**DISPLACEMENT (cc):** 2 x 5,700

**WHEELBASE (M):** 13.3

**RIDE RATING:** ★ ★

Cruising around the inland sea surrounding Istanbul isn't something you usually attempt, but if you want to explore the perimeter of this old city, the least lumbering vessel is the Sport Fisher. It has a powerful (and more important, new) set of engines, but don't expect powerboat speeds or sharp turns—just a commendable ride.



**VEHICLE NAME:** '54 Classic

**TOP SPEED (MPH):** 95

**POWER (HP):** 115

**WEIGHT (LBS):** 3,340

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 6,268

**WHEELBASE (M):** 2.99

**RIDE RATING:** ★ ★

An oldie, but a goodie! This American classic is well-equipped, with good acceleration, handling, and e-braking techniques, and sharp

(but not instant) braking. The hood flaps up at the slightest impact, but isn't large enough to be a nuisance. Air flipping is also impressive for such an ancient vehicle. The '54 Taxi shares these traits.



**VEHICLE NAME:** '54 Taxi

**TOP SPEED (MPH):** 95

**POWER (HP):** 115

**WEIGHT (LBS):** 3,340

**ENGINE TYPE:** V-9

**DISPLACEMENT (cc):** 6,268

**WHEELBASE (M):** 3

**RIDE RATING:** ★ ★

The taxi has a small "taxi" sign on the roof, but is otherwise identical to the '54 Classic in almost every way. Apply the information for the Classic. Also, try the 180-degree spin: Accelerate to top speed, then brake and reverse in the direction you were previously facing. These cars have good backing-up speed, which is useful if you're caught in an alley.



**VEHICLE NAME:** '71 Pickup

**TOP SPEED (MPH):** 96

**POWER (HP):** 225

**WEIGHT (LBS):** 5,181

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 5,735

**WHEELBASE (M):** 3.07

**RIDE RATING:** ★

Imported from the United States instead of being sold as scrap, the '71 Pickup has reasonable speed, but a wide turning radius. Turning is soft, so give obstacles a wide berth to avoid hitting them at speed. Also, it's often difficult to change direction in the middle of a donut in the e-brake skid at lower speeds, so watch your control.



**VEHICLE NAME:** Le Chariot A1

**TOP SPEED (MPH):** 125

**POWER (HP):** 180

**WEIGHT (LBS):** 1,543

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,795

**WHEELBASE (M):** 2.121

**RIDE RATING:** ★ ★ ★

Imported straight from France, the Le Chariot A1 is a great ride for numerous reasons. It has phenomenal speed for such a light car, is small enough to remain away from the close alley walls, and accelerates and handles well enough to outrun the police or give chase. It slides while cornering, however, so prepare for judicious countersteering when taking a bend at speed.



**VEHICLE NAME:** '73 Classic

**TOP SPEED (MPH):** 115

**POWER (HP):** 147

**WEIGHT (LBS):** 4,034

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 5,735

**WHEELBASE (M):** 3.06

**RIDE RATING:** ★ ★

Give this junker a look-see, and you'll discover why these barges on wheels aren't made any more. They are too wide to be used off-road down dirt alleys, and they are heavy (meaning you won't flip as many times). But they do have a low center of gravity and are stable.



**VEHICLE NAME:** Canyon Wagonaire

**TOP SPEED (MPH):** 110

**POWER (HP):** 210

**WEIGHT (LBS):** 4,079

**ENGINE TYPE:** V-8

**DISPLACEMENT (cc):** 3,785

**WHEELBASE (M):** 3.78

**RIDE RATING:** ★ ★

If you want a car that handles like a slightly longer version of the '73 Classic, take this wood-paneled monstrosity out for a spin. Watch the back end when you're cornering, as it can slam into scenery that shorter cars may miss. Both braking and e-braking are adequate, although there's a ponderous lurching to every turn, whether it is slight or sharp.



**VEHICLE NAME:** Jager Roadster LS28

**TOP SPEED (MPH):** 109

**POWER (HP):** 105

**WEIGHT (LBS):** 2,557

**ENGINE TYPE:** L4-DOHC

**DISPLACEMENT (cc):** 2,999

**WHEELBASE (M):** 2.84

**RIDE RATING:** ★ ★

The Jager tends to remain intact longer than many Istanbul vehicles. It's an open-top beast with throaty acceleration and mostly responsive handling (although a noticeable lurching is present at speed). You stay on four wheels for most of the time when cruising with this car, as it rights itself even on steeper slopes.



**VEHICLE NAME:** Otobus

**TOP SPEED (MPH):** 74

**POWER (HP):** 240

**WEIGHT (LBS):** 10,412

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 5,900

**WHEELBASE (M):** 4.23

**RIDE RATING:** ★

As with the identical Nice and Miami variants, this has the problems of the larger vehicles (slow, terrible acceleration), but is easy to turn on tarmac. The Otobus is still a vehicle you'll take for a spin only occasionally. You need the grounds of a large mosque to skid around (e-braking is possible when coupled with braking and high speed), but the extra length of the bus makes negotiating difficult. Here's a challenge: Get the bus to stand on its front or rear end (it's possible!).





**VEHICLE NAME:** Cargo Van

**TOP SPEED (MPH):** 80

**POWER (HP):** 235

**WEIGHT (LBS):** 8,051

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 3,900

**WHEELBASE (M):** 4.77

**RIDE RATING:** ★

Similar to the Sobe of Miami and the Dolva of Nice, but offering a cargo full of barrels and junk, the Istanbul cargo van doesn't allow you to see much of the road in front and doesn't skid when you turn or e-brake (making sharp turns almost impossible). You might as well be driving on ice if you take this onto grass—there's little grip at all. Plan your path well in advance!



**VEHICLE NAME:** Packer Transport

**TOP SPEED (MPH):** 77

**POWER (HP):** 320

**WEIGHT (LBS):** 11,464

**ENGINE TYPE:** Diesel

**Displacement (cc):** 6,200

**WHEELBASE (M):** 7.16

**RIDE RATING:** ★ ★

Just like the Miami version, but with a flatbed, this won't be able to tear down any streets (forget about alleyways!). It has slow acceleration and speed, but its size and weight mean it is difficult to wreck this machine! You can plow through intersections, taking cars out while staying on course. Cars that sideswipe you are smashed up while you're relatively unscathed. Your tires will go before this monster falls apart! It's great to use against the police, but if you take a ramp off center, you usually land on your side. Flipping and landing right side up is almost impossible.



**VEHICLE NAME:** Racer GT

**TOP SPEED (MPH):** 150

**POWER (HP):** 320

**WEIGHT (LBS):** 2,769

**ENGINE TYPE:** V-12

**DISPLACEMENT (cc):** 2,990

**WHEELBASE (M):** 2.83

**RIDE RATING:** ★ ★ ★

One of the best times to be had in Istanbul is at the controls of this rocket on wheels! It accelerates like a chased gazelle, turns more quickly than some cars brake and turn, and its narrow body makes any alley accessible (although only the brave take them at top speed). Watch out when taking tight corners, and do not flip it. It almost always stays on its roof.



**VEHICLE NAME:** Roadster

**TOP SPEED (MPH):** 104

**POWER (HP):** 150

**WEIGHT (LBS):** 3,746

**ENGINE TYPE:** L8-DOHC

**DISPLACEMENT (cc):** 4,589

**WHEELBASE (M):** 3.21

**RIDE RATING:** ★ ★ ★

It's the slowest and least impressive to drive of the three hidden cars, but there are still many factors to enjoy when skidding around Istanbul in this armored ant-like vehicle. Handling is quick with limited oversteer; braking isn't too sharp. Still, the narrow chassis and old-school design make this an essential motor for your collection.



**VEHICLE NAME:** Speedster

**TOP SPEED (MPH):** 120

**POWER (HP):** 210

**WEIGHT (LBS):** 2,315

**ENGINE TYPE:** L8-DOHC

**DISPLACEMENT (cc):** 3,257

**WHEELBASE (M):** 3

**RIDE RATING:** ★ ★ ★

The Speedster has an open-top design and design features from cars 70 years ago, offering a gull-wing-style hood (keeping your view clear even after damage loosens it), a superb e-brake and brake

system, and strong acceleration. The only shortfall is a bouncy suspension that can launch the car off the ground a few inches when you need to make a sharp turn. Watch your speed if this happens.



**VEHICLE NAME:** Moped

**TOP SPEED (MPH):** 55

**POWER (HP):** 23

**WEIGHT (LBS):** 143

**ENGINE TYPE:** 2-stroke single

**DISPLACEMENT (cc):** 70

**WHEELBASE (M):** 1.1

**RIDE RATING:** ★

Ten miles an hour slower than the Nice moped, but sporting a front windscreen and earlier '60s design, the Istanbul moped shares the problems of its French counterpart: It oversteers alarmingly (and incredibly on grass) until you learn the twitchy controls, it can't hit and destroy some types of fences at a slow speed (unlike cars), and it comes off second-best in all crashes. Plus, any fall after a hit or landing from a high jump hurts you.



**VEHICLE NAME:** Beast

**TOP SPEED (MPH):** 140

**POWER (HP):** 122

**WEIGHT (LBS):** 384

**ENGINE TYPE:** 2-cyl V twin

**DISPLACEMENT (cc):** 748

**WHEELBASE (M):** 1.43

**RIDE RATING:** ★ ★ ★

The sexy Beast may not have the modern sophistication of the Miami or Nice superbikes, but it's still the only way around Istanbul if you want to travel where pedestrians go, but do it faster and more dangerously. You can launch up stair ramps, weave through traffic easily, and reach destinations without lurching skids. You won't be able to ram certain breakable fences as easily, however, and you can come off your bike when you land from a long jump or skid. Maneuvering on grass is extra hazardous because of insane oversteering. One for the wheelman with nerves of steel.



**VEHICLE NAME:** St. Michael Mariner

**TOP SPEED (MPH):** 35

**POWER (HP):** 325

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 11,500

**WHEELBASE (M):** 13.4

**RIDE RATING:** ★

Dredgers and fishing vessels float in the gloomy waters off Istanbul, and there are no millionaires' playthings to jaunt about in. Instead, try this cumbersome smaller version of the Yeni Golata trawler (below), which has all the same foibles, including a wide turn, slow speed (both acceleration and maximum), and little else to offer except the ability to cross directly between the north and south areas.



**VEHICLE NAME:** Yeni Golata

**TOP SPEED (MPH):** 30

**POWER (HP):** 301

**WEIGHT (LBS):** n/a

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 10,099

**WHEELBASE (M):** 14.9

**RIDE RATING:** ★

Thar she blows! This fishing trawler certainly lives up to its name, with a huge surface area and a ponderous speed. Turns are even slower before you pick up speed (it takes around four seconds for a 180 before acceleration kicks in), but you can hide behind the bridge and deck to shoot it out with the police on land.



**VEHICLE NAME:** Packer Big Daddy

**TOP SPEED (MPH):** 75

**POWER (HP):** 420

**WEIGHT (LBS):** 13,738

**ENGINE TYPE:** Diesel

**DISPLACEMENT (cc):** 6,500

**WHEELBASE (M):** 6.52

**RIDE RATING:** ★ ★ ★

Istanbul is also home to the Big Daddy. Ignore the lack of speed and e-braking—this is a riot to drive! Aside from its cool-sounding horn, the Big Daddy has a good turning circle, and more important, the ability to smash through any other

vehicle without being sent off your path. But the weight distribution at the front of the vehicle also means you can hit a ramp, fly through the air and land on the rig's grill, then somersault forward over and over. The effect is spectacular!



This is the trailer for Istanbul, a flatbed. This has a lower center of gravity than a cargo container, and therefore is easier to drive. When you reverse in and automatically clamp the Big Daddy onto the trailer, the burnout button unhooks it. After you unhook, you can't reattach. Driving with the trailer attached is more perilous, because you can jackknife on tight corners. But attempt ramps with both the rig and trailer for spectacular mangling!



**VEHICLE NAME:** Le Chariot Douze Polis

**TOP SPEED (MPH):** 90

**POWER (HP):** 260

**WEIGHT (LBS):** 2,061

**ENGINE TYPE:** L4-SOHC

**DISPLACEMENT (cc):** 1,585

**WHEELBASE (M):** 2.87

**RIDE RATING:** ★ ★

The cash-strapped Istanbul police have to make do with this slightly lackluster squad car. It has fine braking and maneuverability, but lacks a

punchy mid-range acceleration, meaning you'll be caught by identical police cars during a chase. The siren and blue flashing light are pleasant additions. There are quicker cars to jack, but this is still a good choice to steal when you're in a bind.



Running around the main thoroughfares to the southwest of town are tram lines, allowing pedestrians to ride to stations on the side of the street, some of which are connected by overhead covered bridges. Tanner can enter and ride the tram, but he won't get anywhere quickly. The tram rides at around 30 miles per hour, and can't be halted. This is an interesting diversion.



Also in Istanbul are a train station and railroad track along the east and southern shore of the city. Unlike Nice, Istanbul has a train running on both sides of the track on occasion. Trains reach speeds over 100 miles per hour, can't be boarded, and must be avoided. But being struck by a locomotive produces some incredibly satisfying crashes and airborne spins.



## Guns and Ammo

### Weapons Inspection

In deep undercover, every rogue cop with a penchant for brutality needs hardware to dish out justice to perpetrators, goons, and other undesirables. Tanner is able to back up his bravado with an impressive ordnance collection. His main weapon is a high-powered 9mm automatic with unlimited ammunition (he never uses hand-to-hand fighting, preferring to let his trigger do the talking). This weapon fires 17 shots before Tanner automatically reloads it.



When Tanner dispatches a punk who has a superior weapon, and walks over to the body of that punk, he automatically picks up the gun. Other factors to note:

Tanner always carries his own high-powered 9mm auto, the only weapon with limitless ammo.

When he's carrying more than one weapon in his inventory, the automatic default is the most powerful selection.

Walking over a weapon adds it to your selection. If you already have that weapon, walking over it adds a varying amount of ammo to your total.

The addition of a weapon or ammo is automatic and instantaneous.

When the weapon is empty of ammo, Tanner drops it and selects the next most powerful weapon. You can manually change weapons, but you don't need to.

You can cycle through the weapon selection. The icon at the top right of the screen displays the weapons and remaining ammo. Press the fire button to select a weapon.

You see crosshairs on the screen, but your target does not need to be centered in them. A shot aimed near the crosshairs also results in a hit.

Auto-aiming is available. See your instruction manual to find out which button to press. It automatically selects the nearest target in your line of sight.

Enemies turn your crosshairs red. Innocent pedestrians and police turn your crosshairs blue. Otherwise, your crosshairs are white.

You can shoot scenery, including vehicles, signs, and fences. This allows you to maneuver on foot through areas that would otherwise be impassable.

You can reload at any time, without finishing a clip off, and without incurring any additional ammunition loss.

In certain missions and minigames, you or a passenger can fire from certain vehicles.

If you're wandering around with a weapon, other gun-toting pedestrians or the police may challenge you if they spot you. Take out a weapon only when you want to use it!

### Inventory

#### High-Powered Auto 9mm

**TYPE:** Single Action

**CHAMBER:** 9x19mm Luger/Parabellum

**WEIGHT UNLOADED:** 625g

**LENGTH:** 186mm

**BARREL LENGTH:** 114mm

**CAPACITY:** 17

**NOTES:** Standard issue, this has a reasonable number of shots before it reloads (the only reason to use it over the service issue), but doesn't do the same amount of damage. Use this only when you have no other option.



#### Service-Issue 9mm Auto

**TYPE:** Single Action

**CHAMBER:** 9x19mm Luger/Parabellum

**WEIGHT UNLOADED:** 1,300g

**LENGTH:** 203mm

**BARREL LENGTH:** 125mm

**CAPACITY:** 10 rounds

**NOTES:** Available in either a silenced or non-silenced version, this only holds 10 shots before it reloads, but the damage done is more impressive than the high-powered 9mm auto. Unless you're tackling many enemies, use this in preference to the high-powered 9mm.



#### Service-Issue 9mm Auto (silenced)

**TYPE:** Single action

**CHAMBER:** 9x19mm Luger/Parabellum

**WEIGHT UNLOADED:** 1,400g

**LENGTH:** 303mm

**BARREL LENGTH:** 125mm

**CAPACITY:** 10 rounds

**NOTES:** All the benefits of the non-silenced model, but with added quietness! Use this pistol exclusively when you want to take down enemies (or victims) without alerting anyone—when infiltrating an enemy stronghold, for example.



### MP Silenced

**CALIBER:** 9x19mm  
Luger/Parabellum

**WEIGHT:** 2.55kg

**RPM:** 800

**MAGAZINE CAPACITY:** 30

**EFFECTIVE RANGE:** 100m



**NOTES:** The silencer is less efficient than the one on the service issue, so this weapon will still attract enemies. It has the added benefit of rapid-fire shots. Take down enemies one to two clips at a time, then hide, or you're shot when reloading.

### 12-Gauge Assault Shotgun

**TYPE:** Selective pump  
action or gas-operated

**GAUGE:** 12

**LENGTH:** 1,041mm

**BARREL LENGTH:** 546mm

**WEIGHT:** 4.4kg

**CAPACITY:** 8 rounds



**NOTES:** If you want to take out a car or an enemy at close range, this is your ordnance! It creates a spread of lead, and doesn't need to be aimed as precisely as the other weapons in your arsenal. But it doesn't have the range, either, so put it away when tagging foes more than 20 feet away.

### 9mm Machine Pistol

**CALIBER:** 9x19mm  
Luger/Parabellum

**WEIGHT:** 3.7kg

**LENGTH:** 470/650mm (stock closed/open)

**BARREL LENGTH:** 400mm

**RATE OF FIRE:** 600 rounds per minute

**MAGAZINE CAPACITY:** 32

**EFFECTIVE RANGE:** 200m



**NOTES:** A classic high-impact weapon that creates as much noise as havoc. Take it with you when you want to mow down all comers, not just a select few. A quick reload means you need to watch your step between firings, so look for cover when you're not shredding the enemy.

### 9mm Rapid-Fire Machine Pistol

**CALIBER:** .45ACP, 9x19mm Luger/Parabellum

**WEIGHT:** 2.84kg

**LENGTH:** 269mm (548mm with open stock)

**RATE OF FIRE:** 1,100 rounds per minute

**MAGAZINE CAPACITY:** 60 rounds

**EFFECTIVE RANGE:** 25m



**NOTES:** When you find this, use it in place of your 9mm MP, because it fires twice the number of bullets between reload times. You run out of ammo in record speed, but there won't be anyone left to worry about! It's one of the finest weapons Tanner possesses.

### Assault Rifle

**CALIBER:** 5.56 NATO  
(.223 rem)

**ACTION:** Gas-operated,  
rotating bolt

**OVERALL LENGTH:** 1,016mm

**BARREL LENGTH:** 508mm

**WEIGHT:** 3.77kg

**MUZZLE VELOCITY:** 991m/s

**MUZZLE ENERGY:** 1,712 J

**RPM:** 600 (approx.)

**MAGAZINE CAPACITY:** 30



**NOTES:** If you must tag everything in a room, bring out the big guns—literally. This weapon has the benefits of the rapid-fire MP, but a slower rate of fire (meaning you're more accurate between reloads), making it the ultimate in pedestrian artillery. Well, almost....

### Grenade Launcher

**TYPE:** Single shot, break barrel

**CALIBER:** 40mm

**LENGTH:** 737mm

**WEIGHT (LOADED):** 3kg

**LENGTH OF BARREL:** 355mm

**MAX RANGE:** 400m

**MUZZLE VELOCITY:** 75 meters per second

**CHAMBER:** 1



**NOTES:** Warning! Owning the grenade launcher may seriously impede your standing with the FBI! Step away from each pineapple you lob, because they explode and damage everything nearby. They also launch vehicles high into the air. Incredible, and as dangerous to you as it is to the enemy!



### Weapons Checklist

The following tables show what weapons are available in each mission, and how the previous nine weapons are acquired during the game. When you locate each weapon in the specific Undercover mission and complete that task, the weapon becomes available in Free Ride mode.

MISSION	WEAPON	AMMO AVAIL.	AMMO AVAIL. FROM ENEMIES
M1 Police Headquarters	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	None
M2 Lead on Baccus	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	None
M3 Siege	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
M4 Rooftops	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	1 clip
	9mm Machine Pistol (pickup)	4 clips	2 clips
M5 Impress Lomaz	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto (pickup)	6 clips	None
	9mm Machine Pistol	10 clips	3 clips
M6 Gator's Yacht	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	6 clips	None
	9mm Machine Pistol	10 clips	2 clips
M7 Trapped	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	6 clips	None
	9mm Machine Pistol	8 clips	2 clips
M8 Dodge Island	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced (pickup)	4 clips	2 clips
	9mm Machine Pistol	6 clips	2 clips
M9 Retribution	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	12-Gauge Assault Shotgun (pickup)	4 clips	2 clips
	MP Silenced	4 clips	2 clips
M10 Welcome to Nice	9mm Machine Pistol	3 clips	2 clips
	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	12 Gauge Assault Shotgun	3 clips	2 clips
	MP Silenced	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol (pickup)	5 clips	2 clips

MISSION	WEAPON	AMMO AVAIL.	AMMO AVAIL. FROM ENEMIES
M11 Smash 'n' Run	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	12-Gauge Assault Shotgun	3 clips	2 clips
	MP Silenced	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
M12 18-Wheeler	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	12-Gauge Assault Shotgun	3 clips	2 clips
	MP Silenced	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle (pickup)	2 clips	2 clips
M13 Hijack	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	12-Gauge Assault Shotgun	3 clips	2 clips
	MP Silenced	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
M14 Arms Deal	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
M15 Booby Trap	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
M16 Calita in Trouble	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
	Grenade Launcher	2 rounds	None

MISSION	WEAPON	AMMO AVAIL.	AMMO AVAIL. FROM ENEMIES
M17 Rescue Dubois	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
	Grenade Launcher	None	None
M18 Hunted	High-Powered Auto 9mm (pickup)	Infinite	None
	Service-Issue 9mm Auto (pickup)	None	2 clips
	MP Silenced (pickup)	None	2 clips
	12-Gauge Assault Shotgun (pickup)	None	2 clips
	9mm Machine Pistol (pickup)	None	2 clips
	9mm Rapid-Fire Machine Pistol (pickup)	None	2 clips
	Assault Rifle (pickup)	None	2 clips
M19 Surveillance	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
M20 Tanner Escapes	9mm Rapid Fire MP	50 clips	None
	Grenade Launcher	200 clips	None
M21 Another Lead	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
	Grenade Launcher	None	None
M22 Alleyway	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	4 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
	Grenade Launcher	None	None

MISSION	WEAPON	AMMO AVAIL.	AMMO AVAIL. FROM ENEMIES
M23 The Chase	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	4 clips	2 clips
M24 Bomb Truck	Grenade Launcher	None	None
	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	3 clips	2 clips
	12-Gauge Assault Shotgun	4 clips	2 clips
	9mm Machine Pistol	3 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
M25 Chase the Train	Assault Rifle	4 clips	2 clips
	Grenade Launcher	None	None
	High-Powered Auto 9mm	Infinite	None
	Service-Issue 9mm Auto	3 clips	2 clips
	Silenced Service-Issue 9mm Auto	5 clips	None
	MP Silenced	4 clips	2 clips
	12-Gauge Assault Shotgun	5 clips	2 clips
	9mm Machine Pistol	6 clips	2 clips
	9mm Rapid-Fire Machine Pistol	5 clips	2 clips
	Assault Rifle	6 clips	2 clips
	Grenade Launcher	None	None

## WEAPONS AWARDED

MISSION	NEW WEAPON
M1 Police Headquarters	High-Powered Auto 9mm
M2 Lead on Baccus	Service-Issue 9mm Auto
M4 Rooftops	9mm Machine Pistol
M5 Impress Lomaz	Service-Issue 9mm Auto (silenced)
M8 Dodge Island	MP Silenced
M9 Retribution	12-Gauge Assault Shotgun
M10 Welcome to Nice	9mm Rapid-Fire Machine Pistol
M12 18-Wheeler	Assault Rifle
M16 Calita in Trouble	Grenade Launcher





## Taking a Free Ride: Tanner's Tour of Duty

### Introduction

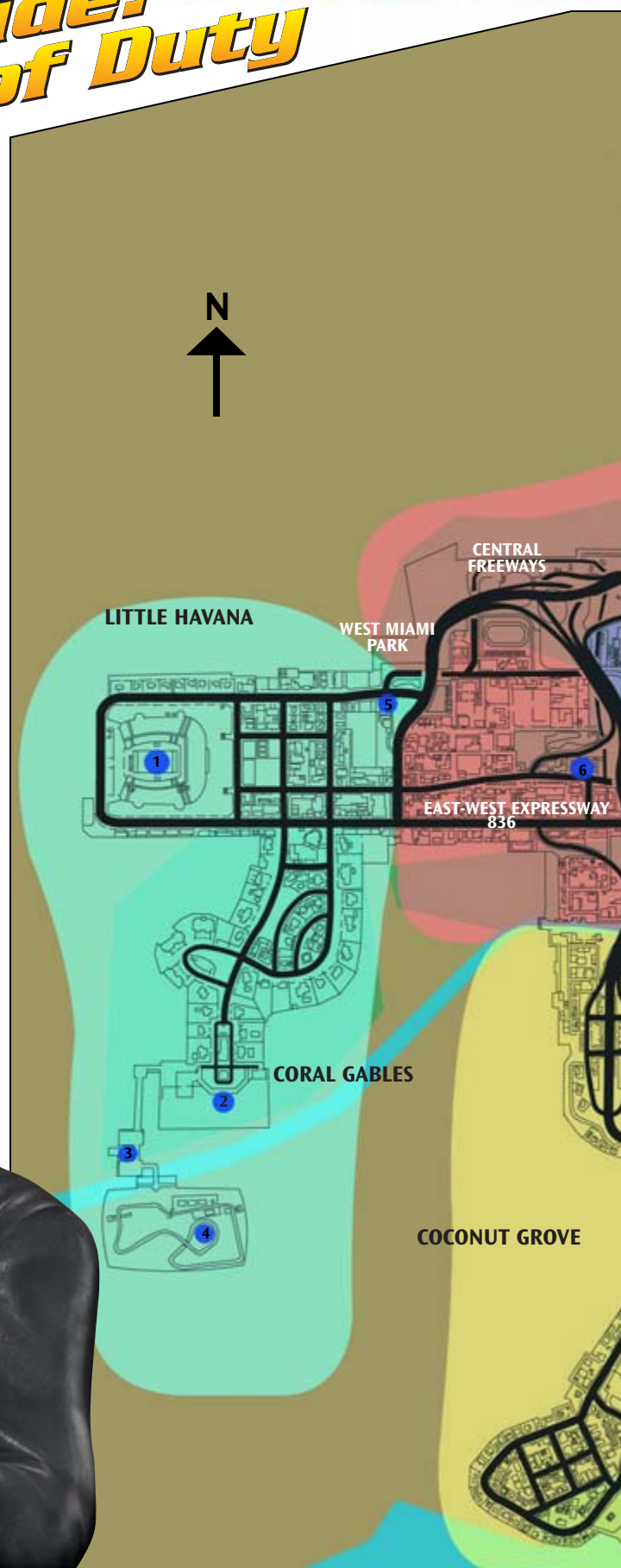
The section shows all the sectors, main roads, landmarks, alleyways, ramps, and other information you need to fully appreciate each city. The sectors aren't shown in the game, but are detailed here so you can easily find an area of interest.

### Welcome to Miami! *¡Bienvenidos a Miami!*

### Miami Overview

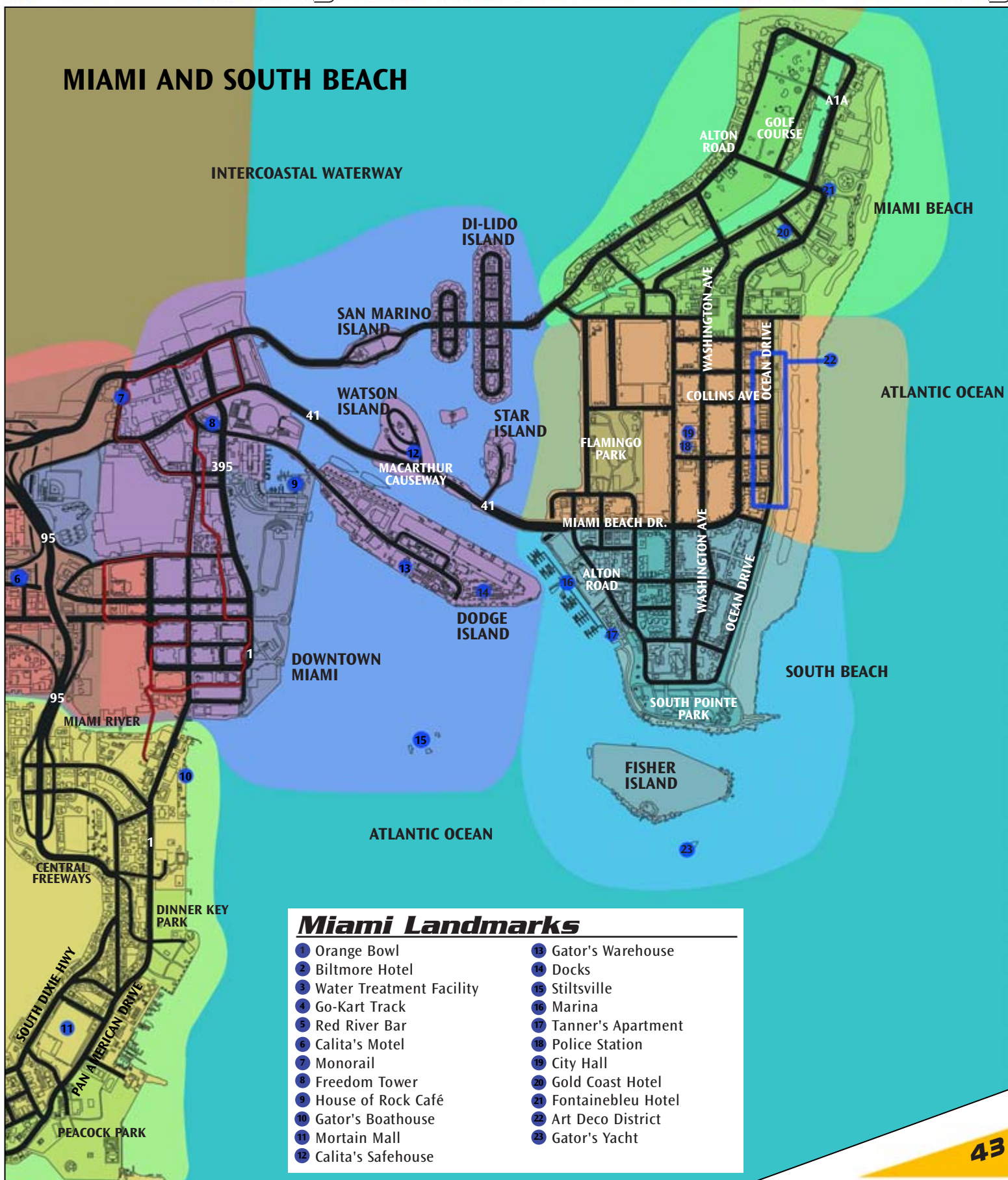
The biggest of the three cities and the one with the most alleys and ramps, Miami is a playboy's paradise. It was a last stop on the railroad in 1896, and became wealthy after the turn of the century thanks to beachfront living, warm weather, and few checks on illegal gambling and drinking. The good times were cut short by a massive hurricane and the Great Depression. The Cuban population swelled after 1959, and by the 1980s, Miami had a reputation as the East Coast's main drug-smuggling entry point.

The 1980s TV show *Miami Vice* helped reverse the city's public image decline, and an infusion of younger residents and celebrities have made Miami one of the hottest destinations around.



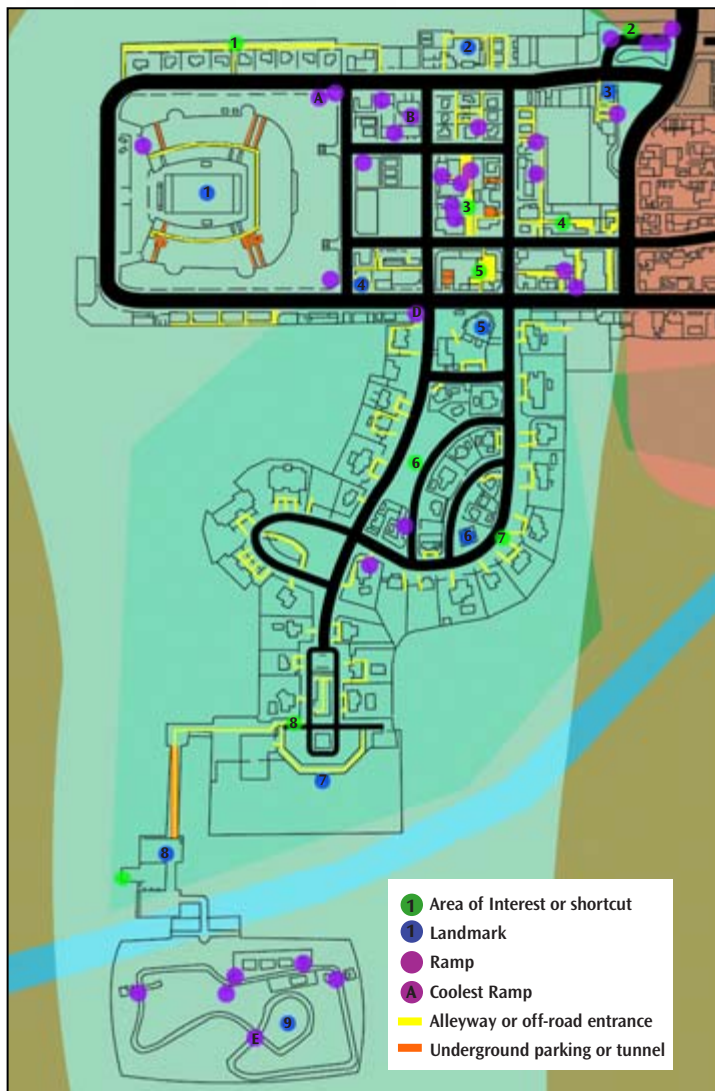
# Taking a Free Ride: Tanner's Tour of Duty

## MIAMI AND SOUTH BEACH





## Sector #1: Little Havana and Coral Gables



### Little Havana Overview

In the 1960s, many Cuban refugees fleeing the Castro regime settled in this aging neighborhood. It's a vibrant community today, with a large Spanish-speaking population from Cuba, as well as Central and South America. Located far west of the main downtown Miami area, Little Havana features a large football stadium near open parkland, and countless storefronts in the Calle Ocho district surrounding the edge of the map.

The interior has more storefronts, hidden alleys, compact housing, and numerous hidden ramps. The East-West 836 Expressway runs west around the stadium, circles, and ends at an infamous bar owned by a gangland leader named Tico.

### Coral Gables Overview

Accessed via one of two main streets off the East-West Expressway, Coral Gables is south of Little

Havana. Construction began in the 1920s, financed by the wealthy philanthropist George Merrick, who attempted to create an American version of Venice. Ornate European architecture can still be seen today, including Merrick's finest achievement, the Biltmore Hotel. The Great Depression halted his plans, but residents of this community still dine at fine restaurants and live in lavish homes.

Take a ride down the leafy, curved lanes and discover large Spanish-style villas (one is said to be the home of a gun nut with an extensive collection of ordnance). Continue south across the parks to the Biltmore, and discover this old hotel's hidden secret....

## Famous Landmarks

### Landmark #1: Orange Bowl Football Stadium

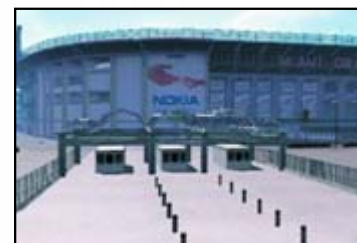
HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

This state-of-the-art stadium, which seats more than 60,000 fans, opened in 1987 and was the first to be completed with private funding only. It has hosted both professional baseball and football, and was recently customized with baseball dugouts and an advanced mechanical drainage system to cope with the intermittent rainstorms.

Access the stadium parking lot, which surrounds it on three sides, via the main turnstiles on the east or through any of the eight open gates to the north or south of the grounds. In addition, two larger entrances to the northwest and southwest allow larger vehicles to enter the grounds, and even drive onto the turf.

Inside, launch your vehicle from the grass dividers in the parking lot. Or, drive up through the seating tunnels. There are three on the north and south of the stadium exterior, and the west ones link to a lower-level mezzanine.



### Landmark #2: Calle Ocho District Church

HIGHLY VISIBLE: Yes

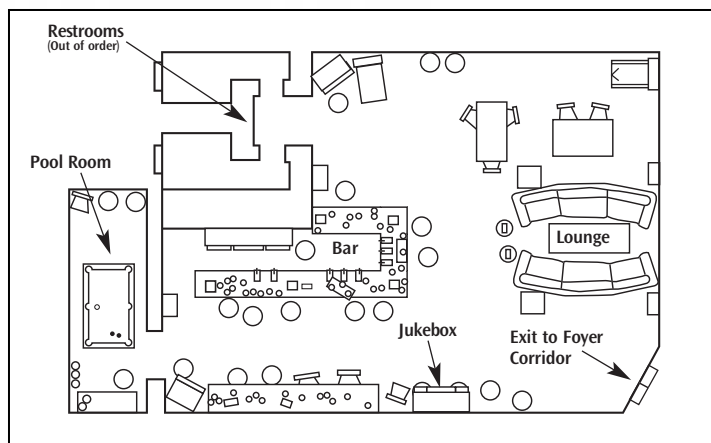
WALK-INS ALLOWED: NO

This Methodist church welcomes all, and is key to the effervescent energy in some of the more impoverished areas of Little Havana. It is next to a gray immigration building. Behind the church are basketball courts and an alley. This structure is mainly in the game for orientation: The tall spire tells you instantly where the north area of Little Havana is.



# Taking a Free Ride: Tanner's Tour of Duty

## Landmark #3: Red River Bar



**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

Owned by a notorious upstart gang leader known as Tico (who is, according to police informants, behind in payments to other underworld figures), the Red River Bar is a nondescript white building on Little Havana's edge, near the freeway entrance and the end of the wraparound East-West Expressway.



At the far end of the bar is a poolroom, and on the other side are restrooms, permanently out of order. The narrow alleys and large grassy area around and south of the bar are perfect spots for waylaying cops. For a floor plan of the Red River Bar, check the "Drivethrough" section.

## Landmark #4: Fantasy Show Theater

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** No

Providing the very finest locally produced theater for the residents of Little Havana, the Fantasy Show Theater draws both locals and visitors from afar. Next up is a production of *Tropicana*. This garish blue building is easy to spot, and is a great marker because the theater is on the East-West Expressway.



## Landmark #5: Coral Gables City Hall

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** No

Constructed in 1927 in the Mediterranean Revival style by Phineas Paist (with artistic supervision by Denman Fink), this imposing structure is the finest civic building in this area of town, and is the Coral Gables community's focal point. It is built mainly of coral, with an interior mural showing the four seasons (alas, unavailable for viewing), and is a great way to learn where you are.



Head south into the community when you reach the junction it is situated near, and use the surrounding grass and parking lot as shortcuts, cop avoidance, or stunts.

## Landmark #6: Coral Gables Water Tower

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Until the advent of a modern water system in the 1950s (water was pumped from the Everglades), Coral Gables got water from a large cylindrical tower constructed in 1924 in a then-remote area that is now part of the affluent housing community. The tower, which has recently fallen into disrepair, was disguised as a Moorish-inspired lighthouse. Look for it on your way to the Biltmore Hotel, or drive around it to lose a cop.



## Landmark #7: Biltmore Hotel

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Whether it's the 600,000-gallon swimming pool (the largest hotel pool in the United States, but currently out of order) or Al Capone's old speakeasy, this 280-room hotel is the pride of Coral Gables. The tower is a replica of the one attached to the Cathedral of Seville in Spain, and is the main reason for visiting this structure. This landmark is visible from the football stadium and is used as an in-game marker. Although the hotel itself is sealed, you can drive to the valet parking entrance, or check out two large courtyards on either side of the fountain pool garden. This is the southernmost point of Coral Gables until you find the nearby grass lane heading west, which is the gateway to two hidden areas of Miami.



## Landmark #8: Water Treatment Facility

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

Head west along the grassy lane (Area #8) to a sewer entrance. At the other end is an industrial parking lot with high walls and a solid barred gate. Step out of your vehicle (or continue if you're on a bike and don't mind precision cornering) and climb the long path of stairs, heading around and south.



Be on your guard in the treatment center room—you may not be alone. Flick the switch on the wall to open the gates, return to your car, and drive it to a second identical parking lot. From here, check the ramped tunnel entrance to your left.

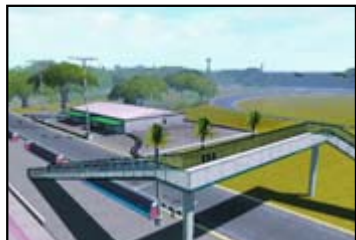


### Landmark #9: Go-Kart Track

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

Only accessible via the water treatment facility after you open the gate switch, the hidden Go-kart track is Miami's biggest secret area. Head through the tunnel in the second water treatment parking lot, and you appear outside in a small rundown car park. Cross the road to a large open field.



On this field is a Go-kart track that's fun to drive on and investigate. It has garages, ramps, bridges, two water inlets, and a pedestrian bridge from which to launch your vehicle. Check the area closely. You may find an interesting new vehicle.

## Other Areas and Key Shortcuts

Some alleys, shortcuts, and ramps are accessible only by motorbike. Learn these areas and use them to try out new stunts or to avoid the police.

**NOTE**

### Area #1: Little Havana Back Alley

Running parallel to the northern part of the East-West Expressway north of the football stadium is a row of Little Havana homes. All these residences have fences of varying degrees of solidity, and an alley stretching behind them almost all the way to the church. There are two side passages as well, but two cement pillars in the one to the east prevent car access.

### Area #2: Road Construction

Head east along the northern part of the East-West Expressway to the Red River Bar, then make a left, avoiding the cement slabs in the road. Check the sand piles and ramp for launching points, as well as a bridge under the freeway leading to Sector #2.



If your launch speed is fast enough, or you jump over the retaining wall, you can land on the grassy bank to the north of the road. This area isn't traversed, but you can travel around the undulating hillside at your leisure, performing stunts while avoiding trees. The only exit is where you entered.

### Area #3: Downtown Alley

This stretch of alley is a good method of skidding north if you want to avoid the park or lose a cop by maneuvering around the rubbish bin ramp. There's an east-west alley

accessible in this block, and two garage doors to break through near a fleabag hotel.

### Area #4: Industrial Alley

If you want to vary your antics, take a tour through this alley with industrial buildings on each side. The tight corners tie up police pursuits.

### Area #5: Tight Squeeze

Overlooked by many travelers, this tiny entrance and exit between the strips of shops is a great way for a biker to head off-road.

### Area #6: Coral Gables Park

Tear across both areas of the park when you're familiar with the Coral Gables community. This is a great shortcut, but watch your tire grip when cornering!

### Area #7: Trespassing

Every one of the Coral Gable houses has a backyard with a pool. Avoid driving into the water (although the cops sink nicely), and use these yards to check out the various grassy areas away from the main road.

### Area #8: Hidden Sewer Entrance

One of the key maneuvering points around Coral Gables is the sewer entrance to the right of the Biltmore Hotel. Follow the path, then the grass to the entrance, and slow down as you enter the sewer. Watch the metal fencing, which forces you to weave left and right as you progress through the sewer. You appear at the water treatment facility.



### Area #9: Arming for the Apocalypse?

One of the Coral Gables homes features an arms bunker in the backyard, partly obscured by trees. Perhaps there's some way to unlock this?



## Five Coolest Ramps

### Cool Ramp A: Punting your Perambulator

At the top of the "must-do" list is accelerating through the football stadium parking lot and launching up the ramp. Add some extra insanity by flooring the gas, and you slam into the huge billboard. Or enter the parking lot from the sand pile ramp on the street side.

### Cool Ramp B: Little Havana Launching

This ramp is difficult to spot, inside a wooden fenced area between two housing blocks. Approach the ramp heading east and launch over the road.

# Taking a Free Ride: Tanner's Tour of Duty

## Cool Ramp C: Industrial Park Lark

If you take the narrow side entrance after demolishing a door, or you're heading up from the south, try these two classic rubbish bin ramps. The north one launches you into an apartment complex that's a good shortcut if you aren't driving too recklessly.



The south-facing rubbish bin ramp is classic. With a motorbike and enough speed, you can land on the roof of the cube-shaped building just ahead, then drive onto the tops of nearby buildings!

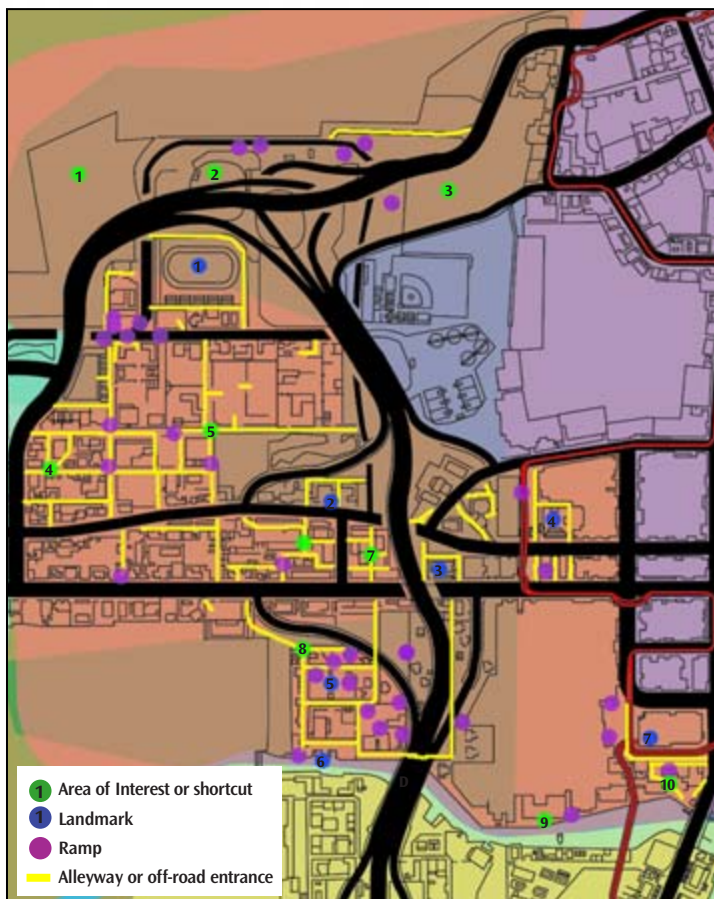
## Cool Ramp D: Sand Pile Defile

Create a spectacular crash by ramming this sand pile next to City Hall at various speeds, or hit it in different places. This is perfect for rotating your car through the air!

## Cool Ramp E: Playing Bridge

Down in the Go-kart track are ramps aplenty, and you can launch from some on the track. Drive at unsafe speeds and you fly through the skies!

## Sector #2: West Downtown



## Overview

This area marks the transition zone between the light industrial area and affordable hotel and apartment complexes to the west, and the beginning of the main downtown Miami area to the east. The north-south Interstate 95 freeway bisects these two areas. North of the Miami River is a large-scale construction site. Building is going on close to (and under) the freeway. To the east are larger skyscrapers, denser buildings, and fewer alleys. Compare this to the maze of alleys in this sector's west-center part.

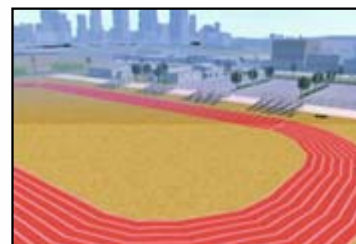
## Famous Landmarks

### Landmark #1: Running Track

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

An eight-lane track, complete with stands, is available to run or drive around in, and a few houses dot the south side of this block. There's a good view of this popular recreational area from the freeway to the north.



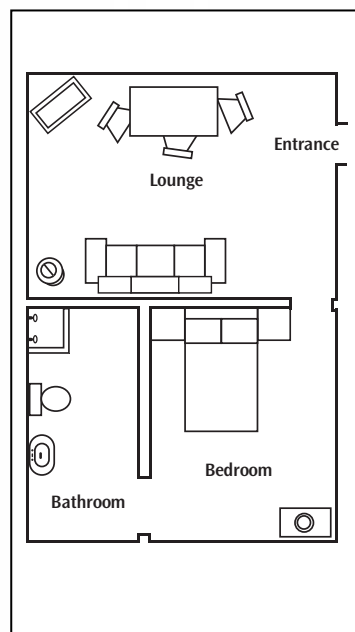
### Landmark #2: Calita's Motel

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes



Calita, the leader of an infamous South Side gang, uses this run-down fleabag as a rendezvous point. Her apartment offers little comforts and is infested with cockroaches. This is the only building that can be entered. The surrounding single-level dwellings are locked up. Secure a car from the parking lot.



### Landmark #3: VASP Brazilian Airlines Tower

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO



This gigantic structure is one of the first massive skyscrapers you pass as you enter downtown Miami traveling from west to east along the expressway. The building is so





high, you have to get out of your car and peer upward to see the dark glass windows 80 stories above you, and the structure's large concrete ends. Look for this building looming as you race around the city center, and head for it to reach the East-West Expressway to Little Havana. The building is the headquarters of VASP Brazilian Airlines, which sublets the offices. You cannot enter this building.

### **Landmark #4: Dade County Courthouse**

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This 28-story building was completed in 1928 at a cost of \$4 million, and its top nine floors were initially used as a prison. The top of the building was considered escape-proof, until a prisoner used a fire hose in 1934 to lower himself from the 21st floor. Seventy escapes later, it is still in use, serving as a center for government activity. Although the many ramps and stairs can be climbed, and a side road driven around, this building is not open to Tanner. It's a good landmark to watch for when visiting.



### **Landmark #5: Tico's Construction Yard**

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

This construction yard encompasses the large area between (and under) Interstate 95 all the way south to the river, west to a nearby hotel, and west to the beginning of downtown.

Construction is delayed as a reputed gang leader named Tico struggles against inter-gang violence to fund the project. A tour shows many unfinished structures, some of which can be driven through (or into), and many paths intersect with the East-West Expressway and each other. Be careful where you tread. This is gang-owned dirt!



### **Landmark #6: Old Docks**

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

The old unloading dock at the south end of the construction site is now a medium-sized mooring with two jetties to maneuver your watercraft. It's overlooked by a group of industrial warehouses, and has seen better days, but there's no faster way to the yard by the river than taking a powerboat west to the docks, especially as the river barrier prevents farther progress to the west. Note the ramps at the south end of the construction road, which allow impressive jumps across the river!

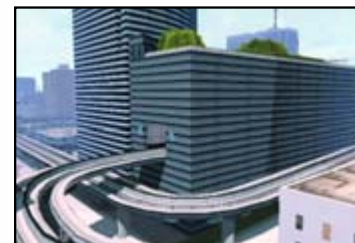


### **Landmark #7: Bank of America Tower at International Place**

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This central site for commerce stands 627 feet high and offers 37 floors of gleaming office space. A monorail station is in the building! It was finished in 1986, and became famous because of many appearances in TV shows of the era. Tanner can use this place as a reference point—it can be seen from Coconut Grove and many areas of downtown. The monorail and building cannot be entered.



## **Other Areas and Key Shortcuts**

### **Area #1: Too-Dark Park**

If you jumped over the wall to the south of this area, in Little Havana (Sector #1), you can continue down into this park-like area, which has trees, bushes, and no exit.

### **Area #2: Twin Reservoirs**

Below the north run of the main freeway are two large reservoirs accessed from the ground, around a series of walls. This is the perfect spot to dump a car. Or worse.

### **Area #3: Downtown Fields**

You'd not expect a large open field so near downtown, but here's one to race around on. From the east, access this from the freeway on-ramp. From the west, use the rubbish bin ramp.

### **Area #4: Alley Intersection #1**

This main intersection on the far west side of the industrial alley buildings allows you to easily ditch the cops, reach the Red River Bar in Sector #1, and venture farther into the maze of alleys.

### **Area #5: Alley Intersection #2**

Use the pink concrete water channels in all the alleys to get to the main roads. This intersection is near an open field and exits in all directions. The south one is the most fun—a rubbish bin ramp.



### **Area #6: Alley Intersection #3**

A quick exit from Calita's Motel, this allows you to circle away from the police or waylay an enemy without drawing attention to yourself. The entrances are between two low buildings (south) and bigger apartments (north).

# Taking a Free Ride: Tanner's Tour of Duty

## Area #7: Alley Intersection #4

These alleys are between larger apartment complexes and provide a straight shot from the north road heading south across the expressway and into the construction yard.

## Area #8: Construction Road

Main access to and from the yard is via this entrance, or the one to the east. From here, it's a straight shot south to the old docks, or west to a break in the wall of a nearby hotel for access to the expressway.



## Area #9: Riverside Romp

Along the north bank of the Miami River is an underused thoroughfare, a quick access point to the downtown bridge (east) and the construction yard. There's a ramp to take, too.

## Area #10: Parking Garage Maze

To reach the river from downtown, ride around the open-top parking garage, or head around the bridge's northwest side. Follow the openings in the garage walls.

## Five Coolest Ramps

### Cool Ramp A: Roadwork Rampage #1

At the north road near the reservoirs are some small road workings, laid pipes, and a few partly constructed huts. Smash through and launch from all of it. Flip that vehicle!

### Cool Ramp B: Roadwork Rampage #2

Some major sewer workings are uncovered in this section of road, which has numerous piles of mud, rubbish bins, and other pieces of scenery to launch from. Spectacular antics are assured!



### Cool Ramp C: South Alley Catapult

Heading south down the alley from the roadworks ramp, keep your speed up and you launch over first one set of ramps, and then another a block later. You can't retrace your steps, but this is a great shortcut with stunt possibilities.

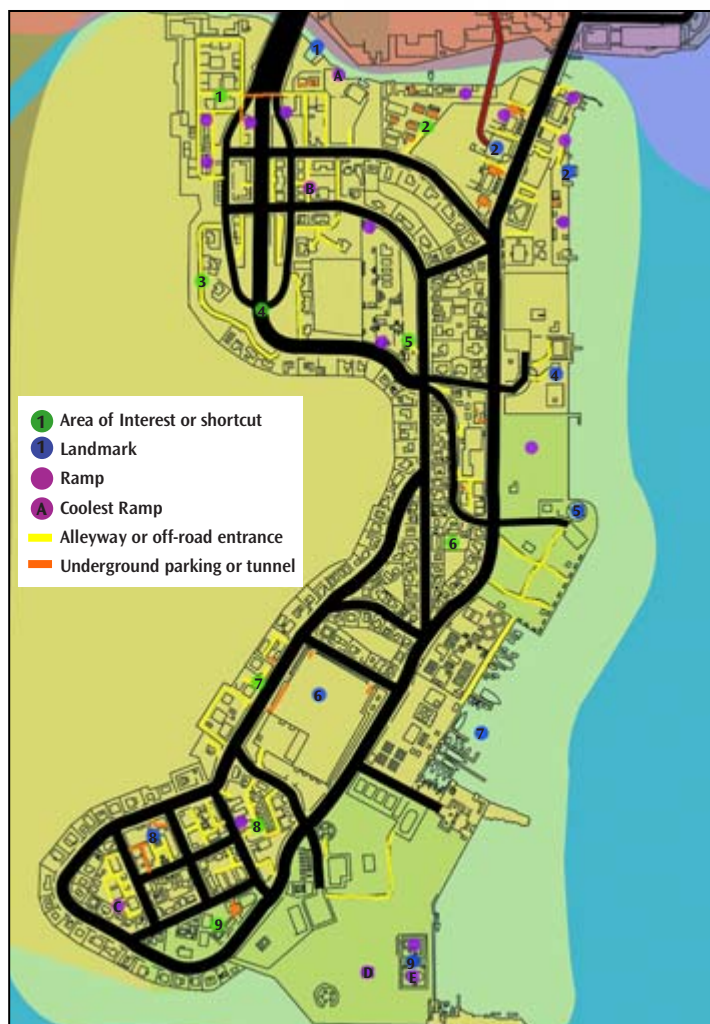
### Cool Ramp D: Monorail Ramp

Head north near the courthouse, and you find an often-overlooked ramp directly underneath the monorail track. Hit it to see what you can break off your car.

## Cool Ramp E: Up on the (Partly Constructed) Roof

Tico's yard has a wealth of ramps and houses to burst through. At the top of the list is a rubbish bin ramp leading up and onto a rooftop. Can you park your car on top here?

## Sector #3: Coconut Grove



## Overview

Settled in 1873, Coconut Grove was initially constructed by West Indian craftsmen, although few of these original buildings still stand. It has recently been gentrified, and has dozens of single-family dwellings running around the southern tip of the map, as well as a concentration of abodes up the thin middle strip. In the north area, the Miami River provides container docks with materials, and industrial complexes to the west of the freeway are thriving. The east downtown entrance has skyscrapers, while the entire east side offers two large parks and a waterfront with the biggest noncommercial marina in Miami.





## Famous Landmarks

### Landmark #1: Miami River

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

To take a ride (or swim) along Miami River from the far western industrial buildings, into Biscayne Bay under the eastern bridge, there are a couple of freeways to negotiate under (pass between the barriers surrounding the bridge supports), and a large southern dockside area, as well as a small unloading area leading to many warehouses.



### Landmark #2: Bancorp Tower

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** NO

The other end of the inaccessible monorail line from the Bank of America Tower (Sector #2 ends here, inside the floor of the onyx-colored Bancorp Tower). Access to the building is denied, but there are a couple of nearby underground parking lots, and the tower's forecourt is curved, making the building stand out as you pass by heading to or from Coconut Grove.

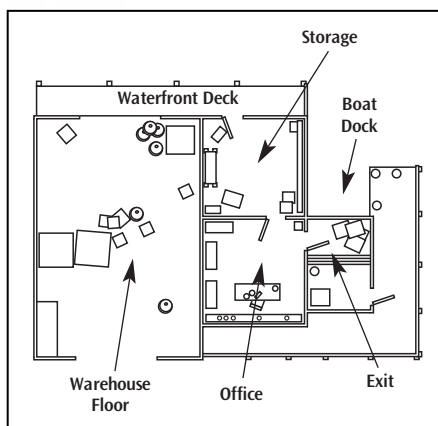


### Landmark #3: Gator's Boathouse

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes

Along the shoreline south of downtown, as the skyscrapers give way to the Grove's northern area, there's a dockside area dotted with containers and a jetty at the south end. Gator's Boathouse, by a waterside ramp, is accessible via an open garage door or a powerboat dock. Inside are crates, a rudimentary office, and strewn refuse. The Miami P.D. has this place under surveillance. Visit it before you encounter Gator's troops. After that, use the dock as your stunt playground.



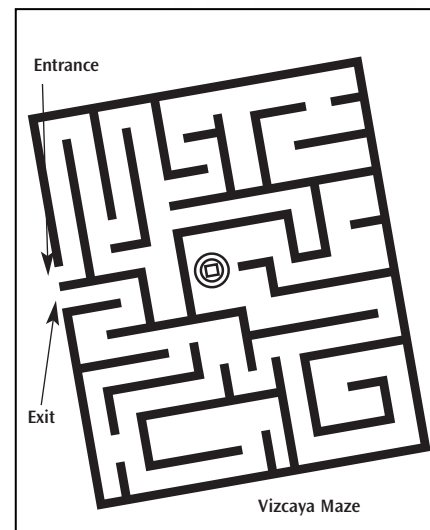
### Landmark #4: Vizcaya Museum and Maze

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes\*

(\*Gardens only)

Vizcaya, a lavish home and one-time winter residence of noted industrialist James Deering, was finished in 1916. It has 34 ornately decorated rooms (none of which Tanner can enter). The residence has had some notable guests including Presidents Reagan and Clinton, and Queen Elizabeth II. The grounds have an ample parking lot, formal gardens, a pool, dockside wharf, and a hedge maze near a gazebo. The main gates can be pushed open, but not rammed. The area is great to visit, and you can even jump from a hill to the south, clear the perimeter wall, and land near the maze.



### Landmark #5: Dinner Key Park

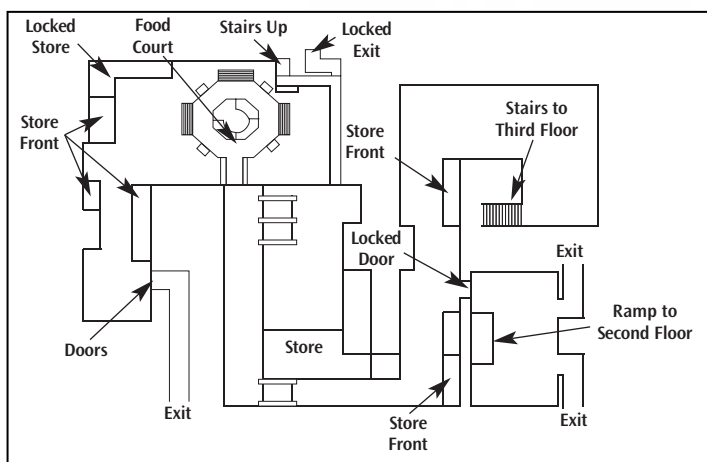
**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

With a viewing deck (currently closed), a small promenade with a shut-off gazebo, and a few walking trails, Dinner Key Park is directly south of Vizcaya. This park is often confused with Peacock Park, to the south. Dinner Key has grassy knolls where you can practice your jumps and controlled crashing.



### Landmark #6: Mortain Mall



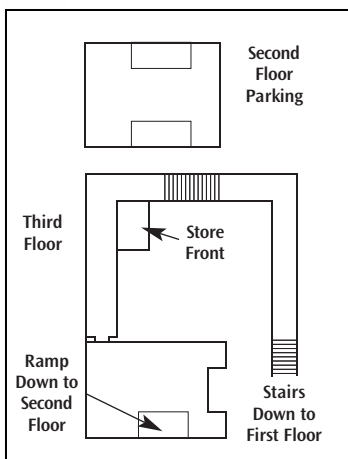
# Taking a Free Ride: Tanner's Tour of Duty

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes



Mortain Mall is the finest collection of retailers in Miami. It is open to the public and offers a mixture of name-brand stores, a large food court, and exits via the entrance doors or three-level parking lot. To fully explore (and ruin) the mall, use a car or bike to wreak havoc through the glass storefronts.



main flights of stairs around the entrance, and a tunnel through the rear of the cinema building can be maneuvered around. Lose cops, start a fire in cover—there's much to do here, or across the road at the construction site, where you can run up planks to half-finished roofs. Use the large crane as a reference point to this location.

## Other Areas and Key Shortcuts

### Area #1: Complex Industrial Complex

The winding series of flat pathways bisecting square-shaped buildings is an interesting area you won't normally explore. Try launching up the freeway hill, or losing cops here.

### Area #2: Container Yard Cruising

The easiest way to enter this yard area is around the skyscrapers near the east downtown bridge, or the gap in the wall in the south road. Inside, there's plenty of tarmac to skid on.

### Area #3: Suburb Roadway

The area south of the freeway entrance has houses on large lots to weave around, and some have small hills to ram your car into and over.

### Area #4: Freeway Entrance

Check the freeway entrance and choose the correct on-ramp; oncoming traffic is to the left. You can enter either ramp, depending on which off-ramp you want to take.

### Area #5: Customs Holding Depot

Accessed via an entrance west of the road heading north, this walled area holds numerous warehouses and containers, and also cars that are easily stolen.



### Area #6: In Suburbia

Much of the town of Coconut Grove has houses on a patch of land. As you'd expect, all can be driven around and inspected. Here, for example, is a concrete backyard accessed by a few homes.

### Area #7: Concrete Jungle

A smaller area on the edge of the Grove houses building sites with parking lots to enter and ascend, ramps to check out, and other half-finished structures to hide in.

### Area #8: Sheds and Alleys



The Grove has its fair share of alleys, such as this construction, where you can lose a tailing cop. There are huts, multiple exits, and blind corners to swerve around.

## Landmark #7: Dinner Key Marina

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Once the base for the now-defunct Pam Am airline's flying boats, Miami's largest marina facility offers accommodation for vessels up to 175 feet, and has 582 protected berths.



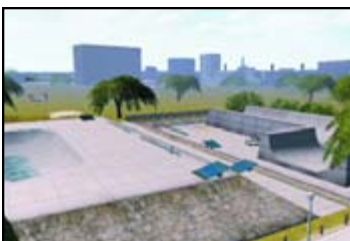
There's a lighthouse, a rock promontory (to pilot around), long piers, and good access to the north park. To the northeast are parking areas also used to store containers and other shipping parts, and a sealed-off gasworks and warehouse yard accessible only by standing on a car roof and leaping over the wooden fence near the entrance gate.

## Landmark #8: Peacock Park and Skate Park

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Situated on the area occupied by Miami's first tavern, Peacock Park is a large expanse full of those undulating hills that are great to jump over, as well as basketball courts, an arts center with sculpted stone monoliths, a skate park near the ocean walk, and a stone circle surrounded by trees on the park's south edge.



## Landmark #9: Cocowalk Mall

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

A shopping village built in 1991 in the Mediterranean style, this open-air mall boasts brightly colored storefronts, outdoor seating, and a cinema. The actual shops aren't accessible, but the





## Area #9: Stay on the Grass

This is a great shortcut to take to avoid the sharp corners on either side of this block. Head through the fence and around the playground, and lose your pursuer.

## Five Coolest Ramps

### Cool Ramp A: South of the River

Leaping over the Miami River from the south side means finding this ramp near a small wharf and annex. Land at the east end of Tico's yard on the north side.



### Cool Ramp B: Alley-Ups

Approach this rubbish bin ramp from the south to sail across a fence and into cement blocks. The hill to the south, across the road, is another great jumping opportunity.

### Cool Ramp C: Construction Sites

Pursued by the cops? Nowhere to run? Head up and over the rubbish bin ramp in the yard, land on the outer road, and lose that pesky tail!

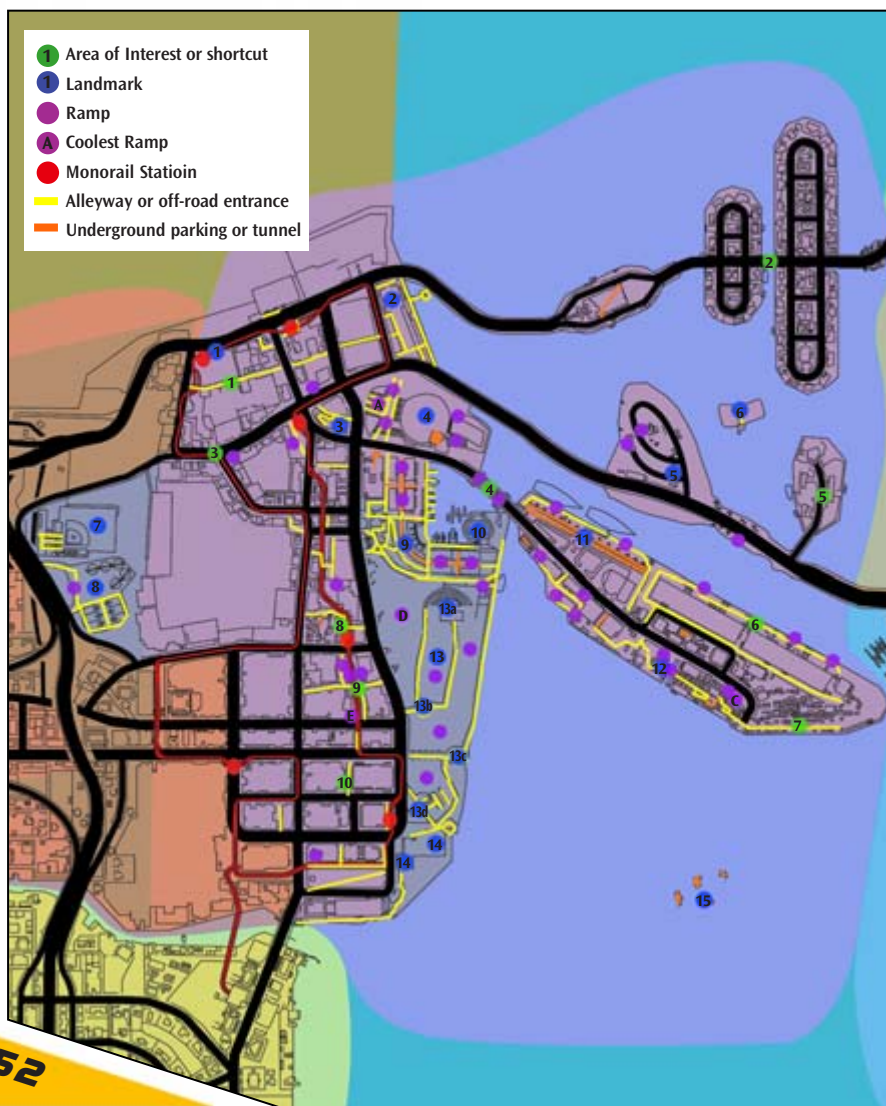
### Cool Ramp D: Gnarly

Check the skate park out, but don't forget the halfpipe in the middle of the southern fields. Hit this at speed and flip your car.

### Cool Ramp E: Tubular

The real deal is the skate park itself, and its two main attractions involving ramped and curved jumps. Try this on your bike for some scuffed knees!

## Sector #4: East Downtown and Miami Islands



### Overview: Downtown

In this warren of interlocking streets, most with large buildings looming on either side, you don't see the skyline as much as in other zones. Watch out for monorail support columns on corners. The alleys are easy to miss as you zoom past the shops and skyscrapers. Downtown is the hub and the gateway to all other Miami destinations.

### San Marco, San Marino, and Di-Lido Islands

The three northernmost islands offer little more than a cruise around the wealthy neighborhoods, and on San Marco, a hotel to drive around.

### Watson and Star Island

Watson Island is under construction, and is a stunt-driver's paradise. Calita also owns a safehouse there. To the east is Star Island, home to exclusive communities and a house at the end with an unlocked garage.

### Dodge Island

The north shore is home to ferry boats, and the rest of the island is one gigantic container yard. Ships arrive daily to offload thousands of tons of goods from around the world. The southern tip of the island is a maze of containers, cranes, and warehouses. The Gator runs a repo operation from here.

# Taking a Free Ride: Tanner's Tour of Duty

## Famous Landmarks

### Landmark #1: Monorail

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes\*

(\*Not inside monorail)

Dotted around downtown streets are two raised monorail tracks interspersed with seven stations (one in Sector #2). You can enter all stations if you climb to the top of them (or drive with a narrow vehicle). You can then move along the tracks for an elevated view of the city. The monorail cars move automatically in both directions along this track, and don't stop if you're in the way. You cannot enter them. You can drive a bike off locations along the track and land on a nearby building's roof. Try to find all the rooftops you can land on!



### Landmark #2: The Miami Enquirer

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

Overlooking Biscayne Bay are the headquarters for the major newspaper of the city, *The Miami Enquirer*. Also of interest is the offshore transmitter tower that relays information from across the world, and is visible from the causeways.



### Landmark #3: Freedom Tower

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

Often referred to as "Miami's Ellis Island," the recently restored Freedom Tower is a symbol of America's hope and freedom. Between 1892 and 1943, millions of citizens received their naturalization papers from this building. It is also the focus of frequent protests. Constructed to resemble the Giralda bell tower in the Cathedral of Seville, the Freedom Tower is considered by some to be the city's most important landmark. It cannot be entered, only used as a reference point.



### Landmark #4: Liberty Airlines Arena

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

The newest Miami landmark is this colossal 20,000-seat arena opened in 2000, home to both the men's and women's basketball teams, but flexible enough to host boxing, ice skating, and even circus events. Tanner can enter the large underground parking lot, but is otherwise banned from the building.



Instead, accelerate your car into the large steps outside; this offers the most potential for spectacular stunts-gone-wrong in the entire city!

### Landmark #5: Calita's Safehouse

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

Over on Watson Island, construction is occurring at a slow pace. It's the ideal situation for a safehouse where Calita and her South Beach cronies can lie. Used as a quiet place for acts of torture on rival gang members, the safehouse has one giant room with a side door and front garage entrance.



### Landmark #6: Flagler Memorial Monument

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

This tiny speck of ground, positioned between Watson and Star Islands, holds a small jetty and a 60-foot gold obelisk acknowledging the philanthropy of one of the city's founding fathers, the oil and railroad magnate Henry Flagler. Flee here after a cop pursuit on dry land.



### Landmark #7: Baseball Field

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

This small baseball field lies near the west downtown area, where the pungent aroma of sewage is in the air. It doesn't attract many tourists, but you can drive around it. You also can wander the stands, steal a car from the parking lot in front of the field, and get an elevated view from the freeway above. Access is via the road under the freeway, however.



### Landmark #8: Miami Sewage Works

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

Serving the downtown area, the sewage works is constantly churning and filtering wastewater. It has six treatment pools in constant rotation, and two entrances/exits.





## Landmark #9: Bayside Marketplace

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

This partly covered mall on 16 waterfront acres houses more than 150 stores and an international food court, as well as tours of the Biscayne Bay from the small harbor. The entire curved section of the two outer and middle areas can be driven through, and upper concourses ascended for an elevated shooting position. Otherwise, use this area mainly to shake police after or before heading to Dodge Island.



## Landmark #10: House of Rock Cafe

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

The House of Rock is a premier eatery where souvenirs from four decades of monstrous rock excess are housed, and fine quality burgers can be consumed. It's adjacent to the Bayside Marketplace. You can wander around the House of Rock's outside dining and exterior balconies, but not the interior. Use this area to venture to the north parts of Bayfront Park.



## Landmark #11: International Ferry Port of Miami

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

When you negotiate the bridge to Dodge Island, make a left turn after the first long parking lot to arrive at a large ferry terminal where two supercruisers are ready to take the fee-paying public on the vacation of their dreams. It's a quick swim to Watson Island from here (a great way to escape chasers), and the shallow ramps near the water's edge are great to launch your car from.



## Landmark #12: Gator's Warehouse

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

The gangster known as Gator has his hand in many nefarious operations, but the latest police information has him working a car-smuggling ring from his Dodge Island warehouse. Located past a barrier checkpoint (which can be raised if you press the button near the barriers themselves), the warehouse also features a breakable wall to the southeast, leading to a small

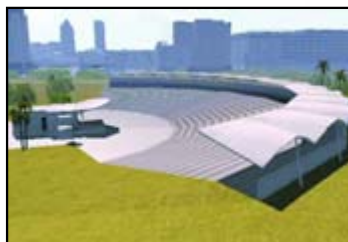


channel to the south container docks. You pass through numerous side buildings before you maneuver into the container yard.

## Landmark #13: Bayfront Park

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes



The Amphitheater (13a)



The Laser Tower (13b)



The Pepper Fountain (13c)



The Challenger Memorial Tower (13d)

At the far north end is the amphitheater (13a), where outdoor concerts are held for a capacity audience of 12,000 (or in this case, fantastic stunts are attempted while accelerating up the steps). South of this is the bicentennial park with its winding trails and party events. To the southeast end of the park is the Challenger Memorial (13d), a 100-foot-high tower of white metal pipes dedicated to the NASA astronauts, and the 40-foot Laser Tower (13b) based on Japanese lanterns.

Last is the Pepper Fountain (13c), honoring the Florida legislator Claude Pepper and his wife, Mildred. The park was designed by Isamu Noguchi in 1987. The undulating hills make for great stunts, and the rocks near the main road are good for fouling up pursuers.

## Landmark #14: Hotel Twinn

**HIGHLY VISIBLE:** Yes

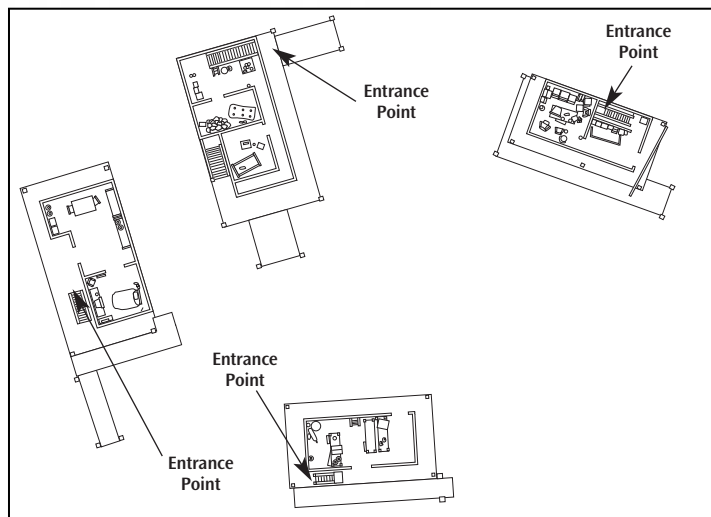
**WALK-INS ALLOWED:** No

At the south end of Bayfront Park are the stunning skyscrapers of Hotel Twinn. The towers are Miami's biggest landmarks, visible from Miami Beach, the bay, and even the southern area of Coconut Grove. The hotel isn't accessible, except the area around the south side near the water, and should be used as a shortcut. At longer distances, it's a reference point to the southern end of the park, near the bridge to Coconut Grove.



# Taking a Free Ride: Tanner's Tour of Duty

## Landmark #15: Stiltsville



**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes

The ramshackle communal housing known as Stiltsville is home to various unsavory characters, many of them linked to past gang violence. Only reachable by boat, Stiltsville is a collection of four huts on wooden stilts in the middle of Biscayne Bay, halfway between downtown and the Miami Beach area. You can enter each home after jumping from the boat to the wharf. As expected, the interiors of these dwellings are disgusting.



## Other Areas and Key Shortcuts

### Area #1: North Downtown Alley

An important alternate thoroughfare to the north of the main city, this alley runs west to east along a dirt-covered road, ending at the newspaper building to the east. A great way to avoid traffic!

### Area #2: Island Paradise

The islands of San Marino and Di-Lido are home to wealthy individuals. Check their homes, investigate their backyards, and use the sloping bank near the bridge to run your powerboat aground for a quick water exit.

### Area #3: Downtown Intersection

This is an example of a downtown intersection, facing east. There's limited time to react to the greater concentration of cars, so learning alley shortcuts is important.



## Area #4: Star Island

Star Island is a cul-de-sac, so don't get chased down here. There's a house at the street's far end with an unlocked garage to inspect. Check out this island from the water for a different perspective.

## Area #5: Drawbridge

The entrance to Dodge Island has a drawbridge. Enter either control hut (or use the steps down to reach the water). Press the switch to raise the bridge, and foil your pursuers!



## Area #6: Dodge Island Dodging

The northeast shipping docks are a delight to zip through, as Dodge Island lives up to its name. There are obstacles to maneuver around, and places to hide from cops.

## Area #7: Dockside Darting

The huge cranes and hundreds of containers make the southern area of Dodge Island an ambusher's paradise. Notice the path through the containers. Learn this route!



## Area #8: Under the Monorail

Although they are difficult to see on the map, numerous off-road paths run under the raised monorail. These offer great shortcuts, so follow them.

## Area #9: Monorail Trail

This area is also a good place to learn the north-south alley running along a number of city blocks. However, you must jump the solid wall in this area.

## Area #10: North-South Alley End

The end of this alley brings you out near a number of skyscrapers and a main road. You can see that the roads and alleys create an almost straight shot, allowing alternate routes.

## Five Coolest Ramps

### Cool Ramp A: Step Up



You want the best car-flipping opportunity in the whole of Miami? Then head up these front steps from any direction, as fast as you can. You're guaranteed an impressive tumble!



## Cool Ramp B: Gator Aid

The Gator's warehouse is an enclosed area, but if you have a car inside, you can launch it over the water inlet in a jump to the start of the container pathway.

## Cool Ramp C: Double Dumpster

Approach this area heading northwest. Two rubbish bins allow you to launch up and onto the container pile, a great place to fire from.

## Cool Ramp D: Spill on the Hill

The park hillocks are some of the best areas to lose control in your car. A few consecutive undulations keep your car bouncing around.

## Cool Ramp E: Trash Bin Flying

Head southwest through the parking lot, and use the rubbish bin ramp to gain impressive height. Land facing west on the road, and flee the cops in style.

# Sector #5: North Miami Beach



## Overview

The northern section of town is divided into two by an inland waterway, a manmade canal crossed by seven bridges. On the northwest side are expensive houses overlooking the intercoastal waterway and dotted around the water's edge, as well as a large hotel and golf course. Southeast of the waterway are the gigantic and famous hotels that overlook the north end of the beach, and some transitional housing, shops, and more hotels between the east side and the river. It's not often visited, as it doesn't lead anywhere, but this area is nevertheless worth a tour.

## Famous Landmarks

### Landmark #1: Loews Hotel

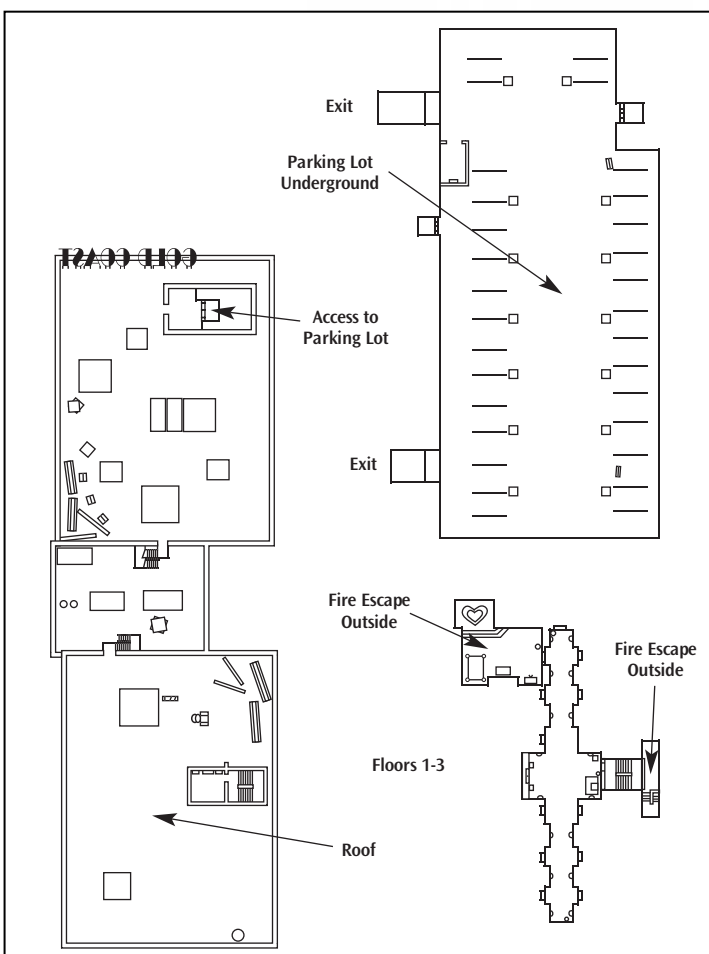
HIGHLY VISIBLE: NO

WALK-INS ALLOWED: NO

Although on a prominent corner, this hotel isn't visible because of the larger structures surrounding it. The hotel to the north has better alley access to the ocean via a pool, but the Loews is still worth a look-see. It's part of a large and exclusive chain, and rooms here are sought-after and lavish. Unfortunately, this hotel doesn't open its doors to Tanner.



### Landmark #2: Gold Coast Hotel



HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

The seedy Gold Coast Hotel is more accommodating to your needs, and you can explore four floors plus a roof terrace leading to an underground parking lot. There's even a tasteless open guest room on one of the floors with a heart-shaped tub! A known hangout for gangsters and thugs, the



# Taking a Free Ride: Tanner's Tour of Duty

Gold Coast doesn't open its doors easily. The back fire escape is the preferred method of entry. There's a fine sniping view from the roof, if you want to lob grenades down to street level.

## Landmark #3: North Miami Inner Waterway

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Running in a northeast channel from the intercoastal waterways near Di-Lido Island, the waterway offers another way to view the North Miami beach interior. Remember to weave between the many bridge pillars (seven sets in all), and keep a lookout for the wharfs. Fall into the water, and you must climb many steps up to dry land. Try heading out of the far end of the channel and around to cruise south along the beach, or north until you reach the city limits.



## Landmark #4: Fontainebleu Hotel

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Visited by every president since Eisenhower, this famous city landmark is a celebrity playground. It has been host to the likes of Sammy Davis Jr., Bob Hope, and Martin Edmonson since its inception in 1954. It sits on 20 prime acres, with interior architecture as stunning as the outside. Alas, the doors are closed to Tanner, but the pool and outer courtyard to the raised decks and ocean can be enjoyed. Maneuver through the shrubbery to the main hotel building's north.



## Landmark #5: Miami Beach Golf Course

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

The superb weather makes golfing a pastime, and the North Beach golf club doesn't disappoint, stretching over two city blocks abutting the waterway. It offers small hills to flip your car over, as well as numerous bunkers, water hazards (launch over them), and sand traps. For Tanner, the main use of the course is as a quick getaway.



## Other Areas and Key Shortcuts

### Area #1: Drive-by Driveway

The area of fancy homes is great to explore, because there's easy access to the waterways and numerous open areas to skid around if you're being pursued.

### Area #2: Bridge the Gap

The small unmarked bridge on the in-game map is another excellent way to cross the river, and leads to a narrow alley (south) between two large buildings. Remember this route!



### Area #3: Small Docks

Over on the northwest shore, between the blocks of coastal housing, is a small set of docks. It's a good spot to pull up to from the water, and the ramp here offers stunt opportunities.

### Area #4: Hotel Parking Lot

The only large hotel on the west side of the river has its main courtyard around the other side of Alton Road; zip around here and out again if you're being followed by the law.

### Area #5: Linked Hotel Alley

Explore some interior alleys in this section. There's driving access through fencing from the northeast road, and you can go around two identical hotels with curved driveways.

### Area #6: Underground Larking

A few of the same-colored hotels and apartments here have three entrances at each end, allowing you to drive under the hotels and quickly lose a pursuing cop.

### Area #7: Poolside Off the Beach

The hotel immediately north of the Loews Hotel has excellent beach access, a pool to drive your car into, and great stunt opportunities. Drive a bike through the pool, up the steps and onto the road, or vice versa.



### Area #8: Planks for your Support

Up the north beach oceanfront are some raised decks, and these can be launched from at speed, creating some tremendous stunt action! The north deck can be driven under to reach the exclusive pool.

### Area #9: North End Access

The northernmost area to drive around allows access around and down a ramp to the north edge of the beach, and is another shortcut to try when you're being tailed.

## Five Coolest Ramps

### Cool Ramp A: Gold Coasting

The back of the Gold Coast Hotel is missing an eastern exit, unless you accelerate over the ready-made rubbish bin ramp here.



## Cool Ramp B: Parking Lot Launch

North of the Gold Coast is a parking lot with a ramp leading up and into a construction site full of sand, and a second ramp. Take both at breakneck speed!

## Cool Ramp C: Wooden Ramp

The raised decks have three ramp opportunities, but the easiest to hit are at either end. If you strike the steps at speed, you somersault through the air.



## Cool Ramp D: Bridge Over Troubled Waters

Driving at lunatic speeds over either golf course bridge allows flipping opportunities on the less tactile grass. Avoid the water under the bridge or you'll wreck.

## Cool Ramp E: Miami Beach Border

The final ramp is approached heading north at great speed, up into a wooden ramp that allows you to sail over the concrete edge and into the water. For stunt drivers only!

# Sector #6: Central Miami Beach



## Overview

Straddling the northern lush golf course and large hotels, and the southern housing developments and giant condominiums, is Miami Beach's central area. Here, you find the main area of Art Deco-period hotels overlooking the recently gentrified beach area, the long promenade, and—heading west—the shopping areas, coffee shops, and City Hall. Further still is the giant conference center, the famous Flamingo Park, and at the north and southwest edges of this area, freeway access across the islands to the downtown zone.

## Famous Landmarks

### Landmark #1: Miami Beach Convention Center

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

Built to satisfy the growing demand for trade shows, events, concerts, and other festivities near the beach, this conference center takes up a lot of prime real estate (more than 500,000 square feet of continuous space). Access is denied to the center itself, but you can weave between the outer support pillars and head around to the west side of the building, which overlooks a large and long outdoor parking lot complete with a ramp and other obstacles to interact with, such as the power generators at the north end of the lot.



### Landmark #2: Miami Beach Temple

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

This ornate structure was built for religious gatherings in the early 20th century, and has remained one of the city's largest buildings for worship ever since. Although you cannot enter the hallowed halls, the domed roof is instantly recognizable, and useful for orienting yourself when weaving around the criss-crossing streets. When you're here, you're two blocks north of City Hall, and two blocks west of the beach.



### Landmark #3: Shelborne Hotel

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

There's nothing more reflective of the Art Deco district than this historic luxury hotel. Formally opened in 1940 to the big band tunes of Chet Brownagle, this forerunner to the international style of hotel architecture was home during the 1960s and 1970s to the Miss America pageant. It's still in business. The pink exterior alerts you to its location, a block from the temple, and on the edge of the Art Deco district.



### Landmark #4: Art Deco District

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes\*  
\*(not into buildings)

The Art Deco National Historic District comprises more than 30 distinct pre-war modernistic hotels and apartment complexes built primarily in the 1930s.



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Soon after, they became a magnet for bootleggers and crime, including the notorious Al Capone. After falling into slum-like disrepair in the 1980s, the Art Deco area has recently been revived. The hotels shine with pastel brilliance, and the area is now referred to as "the American Riviera."

The section of town to investigate has the small hotels with the alleys between them, as well as a long north-south alley to the west of the hotel's front facades. The beach promenade is a long, mainly straight road with intermittent entrances to the beach.

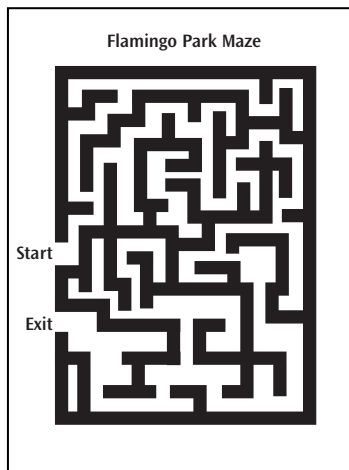
## Landmarks #5 & #6: Flamingo Park and Maze

**HIGHLY VISIBLE:** Yes

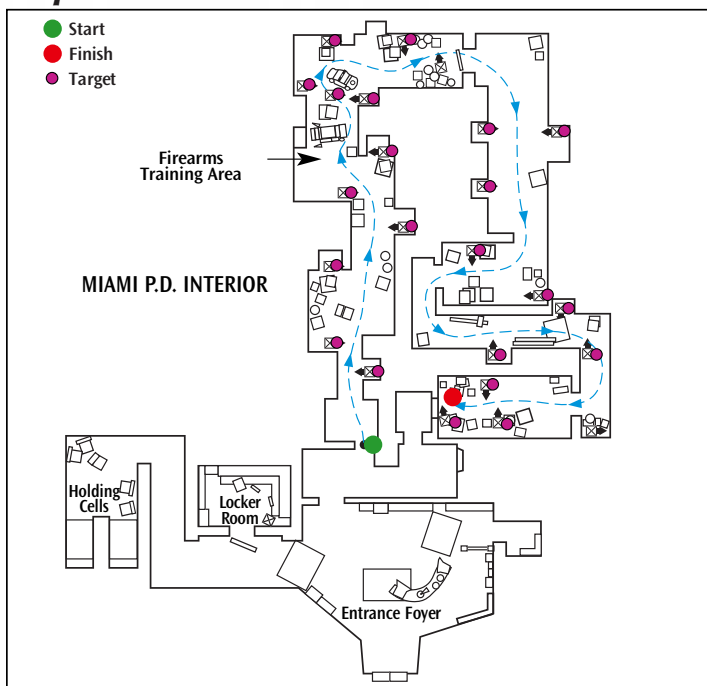
**WALK-INS ALLOWED:** Yes



What was once the grounds of the Flamingo Hotel was purchased in 1935 by the City of Miami for \$300,000. Since then, this park has been an oasis of calm reflection just south of the convention center parking lot. It features trails, a central gazebo/bandstand, and a shallow circular pool at the northeast end. The north-south main Alton Road thoroughfare stretches along the west side, and you can enter a hedge maze in the southern area. Use the adjacent map to help you negotiate around the maze. The park is mainly used as a shortcut.



## Landmark #7: Miami Police Department Station



**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Built in 1992, this 100,000-square-foot-plus police headquarters serves residents of the entire Miami-Dade County area, and is the hub for the police force in the city. Enter the facility via the main doors, and check the main desk and locker room before heading down the ramp to the cells, or practice your shooting inside a training range to the building's north. A garage to the north is also attached to the building, which you can drive into. The distinctive white curved building is adjacent to City Hall, and both mark the center of Miami Beach.



## Landmark #8: Miami Beach City Hall

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Adjacent to the police station, also on Washington Street, is the famous old City Hall—the tower of which is visible from the surrounding streets and is great to use as an orientation landmark. It was constructed beginning in 1927 in an Italianate style. You cannot enter City Hall, although it has an excellent ramp down the alley to the north.



## Landmark #9: Miami Beach

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Volleyball nets and lifeguard towers dot the pristine sands of this expansive beach, creating a stunning vista as well as a great way to quickly maneuver behind the huge hotels to the north and access the South Pointe Park area to the south. Openings in the shallow brick promenade wall access the Art Deco district. Launch yourself from the rocky sand dune "spine" running along the beach.



## Landmark #10: MacArthur Causeway Hospital

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

One of the many tall buildings constructed after the recent revival of the Art Deco district, the Causeway Hospital is made mainly of dark reflective glass. Concrete pillars strengthen the structure. You cannot enter it, but it pinpoints the causeway's eastern entrance, south of the building.





## Landmark #11: The Vivid Club

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** NO

One of the hottest, most exotic, and difficult-to-enter nightclubs around, the Vivid Club is Miami's premier spot for adult entertainment and dancing. You aren't even allowed through the front gate! Instead, use the sculpture next to the club as a geographical aid.



## Other Areas and Key Shortcuts

### Area #1A to #1B: Long Beach Alley

Starting a block north and running the entire length of the Art Deco district, Long Beach Alley is the largest uninterrupted alley in Miami. It's great for sneaking down instead of using the main roads. It is dotted with refuse, ramps, and jutting buildings.



### Area #2: Oceanfront Access

Check the various openings in the low wall running along the promenade. These are the easiest ways to get to the beach. Try to head straight in, perpendicular to the opening, so you don't scrape your vehicle.

### Area #3: East-West Thoroughfare

Use this vital opening often in your missions. It allows quick access to and exit from the park and convention center (west) and the Art Deco area (east).

### Area #4: Through the Hotel

A few of the hotels dotted around this area have openings to allow cars to enter. This one lets you cut a corner and drive through the building instead of around it.

### Area #5: Ocean Beach Parallel

North of Miami Beach Drive is an east-west alley running two blocks from the hospital to the southeast end of the park—another great alternate route to avoid traffic.

## Five Coolest Ramps

### Cool Ramp A: Substation Soaring

The electrical substations powering the convention center are near a rubbish bin ramp accessed from the coastal strip of Alton Road running north-south. Hit this at maximum speed for impressive air rotation.

### Cool Ramp B: Pond Skim

Flamingo Park has trails and bumps in the grass, so check it for ramp opportunities. Expect severe car tumbling if you hit the bank around the circular pond.

### Cool Ramp C: Grazing the Gazebo

Also in the park is a bandstand gazebo that's ripe for launching over, around, or through, depending on how many airborne spins you're planning.



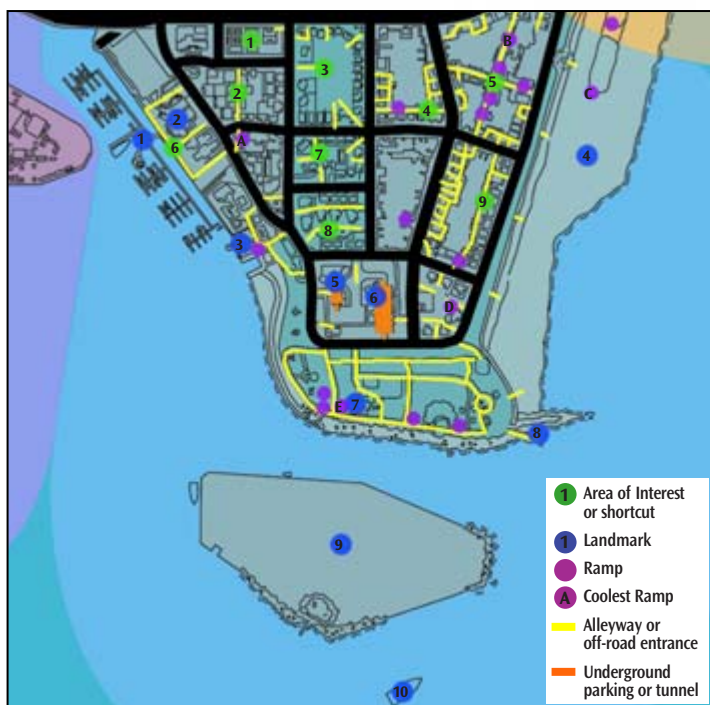
### Cool Ramp D: Sand Dune Slamming

Over at the beach, giant rock outcrops and sand dunes run north-south along the coast. Launch from the ends for the craziest jumps, or anywhere off them for breathtaking antics.

### Cool Ramp E: Jabbing the Hut

With a motorbike under you, make scary jumps by hitting the beach hut steps at maximum speed after a sandy run-up. Can you hit every set of steps on all the huts up the beach?

## Sector #7: South Miami Beach and South Pointe Park



## Overview

Continuing the Art Deco theme is the southernmost part of South Beach, known as Lummus Park, which offers the same scenery as northern beachfront areas. Inland, the housing is less commercial

# Taking a Free Ride: Tanner's Tour of Duty

and more residential, with a school and recreational areas. To the west are impressive abodes (including Tanner's rental) and a marina; south are two giant condominiums overlooking South Pointe Park, and Fisher Island across the way, with a yacht beyond the island. This sector isn't used much as a thoroughfare, but it offers quick access to the MacArthur Causeway, and marks the end of the famous South Beach.

## Famous Landmarks

### Landmark #1: Miami Beach Marina

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

With deep water and without the boating hassles of fixed bridges, Miami Beach Marina (between MacArthur Causeway and South Pointe Park) is a mariner's paradise, offering numerous boat slips and room for cruise ships up to 400 feet. Through the entrance, travel (on foot) to the control tower in the marina's center, or check out the numerous moored boats on any of the six wharfs. Avoid the marina when speeding up the bay.



### Landmark #2: Chomsky's Hotel

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** No

You can't enter the hotel, but its unique stair structure and spacious parking lot allow you to cut across to the marina with ease.



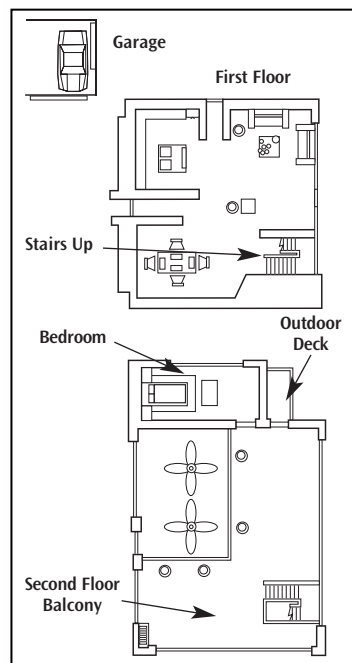
### Landmark #3: Tanner's Apartment

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes



Working for the FBI in Miami has its perks, and at the top of the list is Tanner's spacious stucco bachelor pad overlooking Fisher Island (to the left), and the marina (to the right), with a spectacular view of the Miami skyline and the giant dock cranes of Dodge Island ahead. The garage houses Tanner's preferred car.



The first floor has three exits—the front door, the side door to a passage between the house and garage, and a wall of glass to the backyard pool and wharf with speedboat. This is the life!

Climb the stairs to check out the open balcony. Through the left door is Tanner's Asian-inspired bedroom; the right door leads to a small outdoor deck. Head to the kitchen and secure the health pack any time you're wounded. Finally, if you want an even more open home, destroy the glass windows (and pretty much everything else). Wanton destruction is a stress-reducer.

### Landmark #4: South Beach (Lummus Park)

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

The large area of the boardwalk and beachfront north of South Pointe Park is known as Lummus Park, a once-rundown area that is now bustling. The ocean cuts in toward Lummus Park's southern tip, so watch for encroaching water while driving on the beach. A mix of new homes and more historic hotels appears from south to north, and there are four beach boardwalk entrances. Use this beach for stunt-driving, cop-evading, or wandering.



### Landmarks #5 & #6: High-Rise Condominiums

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Two gigantic condominiums dominate the southern part of Miami Beach. If you look for them, these are visible all the way up to the northern end of the Art Deco district, and anywhere else with a clear line of sight (even the other side of the bay in downtown Miami). The west structure, with its three-pronged shape only recognizable from the air, is the tallest. It is a useful reference point for learning the easiest route to Tanner's apartment, as it is only two blocks away.

You can't enter either building, although both have large underground parking lots. The east building has a unique parking structure: Enter the underground lot from the north or south and exit at the opposite end—a must-try when you're being chased. Turn when heading out of the south exit to avoid nicking palm trees.



### Landmark #7: South Pointe Park

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

Also known as 1 Washington Avenue (as it is located at the beginning of this road), South Pointe Park is the southernmost tip of South Beach. Walking trails and an abundance of thickets and trees are south from the two giant condominiums. From west to east is a curved beach north to Tanner's apartment, clumps of rocks to avoid or to launch





from, and a small bandstand overlooking the bay. The Dodge Island docks are in the distance to the northwest.

Farther east is a large house, a bridge over a pool of water, half a dozen beach huts, various stands and kiosks, and a children's park and sandpit. For an off-road excursion (with the usual lack of tire traction), skid and swerve around these pathways, careen onto the grass, and get to the beach's southern end.



### Landmark #8: South Pointe Park Pier

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

At the southeastern tip of South Pointe Park is a wooden pier that affords spectacular views of the Miami sunrise, and has great views of Fisher Island and South Beach looking north. Adjacent to this pier, jagged rocks prevent soil erosion and more enthusiastic boaters. These rocks run along the entire south side of the park, but form a buttress near the pier. This is the perfect spot to hang up a police car on your tail, but if you land on the rocks you usually have to abandon your vehicle. Avoid these rocks while boating, too.



### Landmark #9: Fisher Island

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This 216-acre private island lies off the southern tip of South Pointe Park, and can be fully circumnavigated in a boat. Now dotted with high-rise hotels and single-family homes starting at \$600,000, the island is famous for the Vanderbilt Mansion (created as a winter estate by William Vanderbilt in 1925).



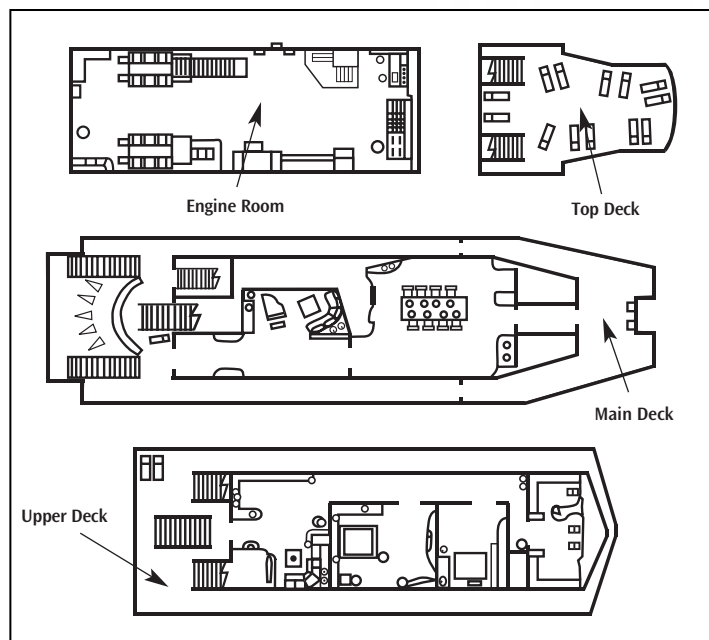
Also on this land mass is over a mile of beach, a golf course by the ocean, tennis courts, an internationally recognized spa, and an exclusive club. So exclusive, in fact, that you're not allowed anywhere near the island's interior. You can moor your boat around the island (or at the wharf on the south side), but the dense shrubbery prevents you from getting onto the island. Use this as a landmark when boating.

### Landmark #10: Gator's Yacht

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Gator is an accredited thug and masterful gangster, and his forays into nefarious antics have earned him respect as vast as his massive



multimillion-dollar home on the ocean. This 200-foot, \$100 million vessel, *The Snapper*, is moored in Biscayne Bay, south of Fisher Island. Tanner infiltrates it in his Undercover missions.

Access it via ladders on the port and starboard side, or more easily from the stern. There's also a small deck to land on.



The boat has four main areas to inspect. Head up the steps to the main deck, and either navigate around the two narrow galleys or move inside via a left door (heading down steps to the engine room) or a right door (to the main deck interior). Continue up the middle exterior steps to the upper deck, where you find two bedrooms and a lounge, as well as the bridge.

Up one final set of exterior steps is the top deck, where Gator's many lady friends sometimes worship the sun. Gator's yacht is a monument to excess, cannot be moved, and isn't a good spot to hide.

## Other Areas and Key Shortcuts

### Area #1: Recreational Area

Near the residential homes and a block east of the South Pointe grammar school is a recreational area accessible only from the northeast corner. It's good to learn the location of these two blocks when you're getting oriented.

### Area #2: South Pointe Alley

Cut out Alton Road when heading north from Tanner's apartment by zooming over the hedges a block to the south, then up the middle of the tenement blocks (to the left) and industrial garages (right). Watch out for the recreational-area fence. It's sturdy!

# Taking a Free Ride: Tanner's Tour of Duty

## Area #3: Cutting the Grass

Manicured garden homes are a block east of the recreational area. Access the central grassy area from every direction—a handy shortcut.

## Area #4: Tenement Block Turns

Large tenement buildings are a block east of the garden homes. Check the alleys around the larger buildings for cunning routes to avoid the law, or cut across from east to west.

## Area #5: Crossroads Alley

The alley of the city block closest to the ocean has two main alleys to accelerate down, and numerous ramps (either rubbish bins or small wheelchair-access points) to perform stunts from. The alleys are a quick way to get to and leave Lummus Park.



## Area #6: Dockside Dashing

A block north of Tanner's apartment are tenement blocks and Chomsky's Hotel. Learn the pathways around these buildings, because they allow alternate or easy access to the marina, as well as the MacArthur Causeway.

## Area #7: Keep On the Grass

Just like the block of manicured gardens and spacious homes, this block has a central grassy area to zoom through and cut diagonally across.

## Area #8: One in the Bush

The final, southernmost area of housing with grass behind it, between Jefferson and Washington, is easy to cross, but avoid the sturdy bushes in the middle when you take this shortcut.

## Area #9: Larking around Lummus

This long thin alley running north-south behind the south-eastern Art Deco hotels overlooking the beach is a quick way to reach the southern houses under construction, as well as the end of Washington Avenue.



## Five Coolest Ramps

### Cool Ramp A: Grassy Knoll

This piece of undulating ground is hard to spot, and it only acts as a ramp when you're heading south. You can flip your vehicle in a spectacular fashion at the marina beyond.

### Cool Ramp B: Dumpster Dash

As you dash down this alley, you might as well test your car-crumpling skills by launching off this rubbish bin. Access other small ramps with a motorbike.

### Cool Ramp C: Lummus Park Launching

As with the previous South Beach rocks and sand dunes, you can achieve spectacular tumbling by racing at top speed and launching from this jutting rock line. Vary the angle of your launch for various effects.

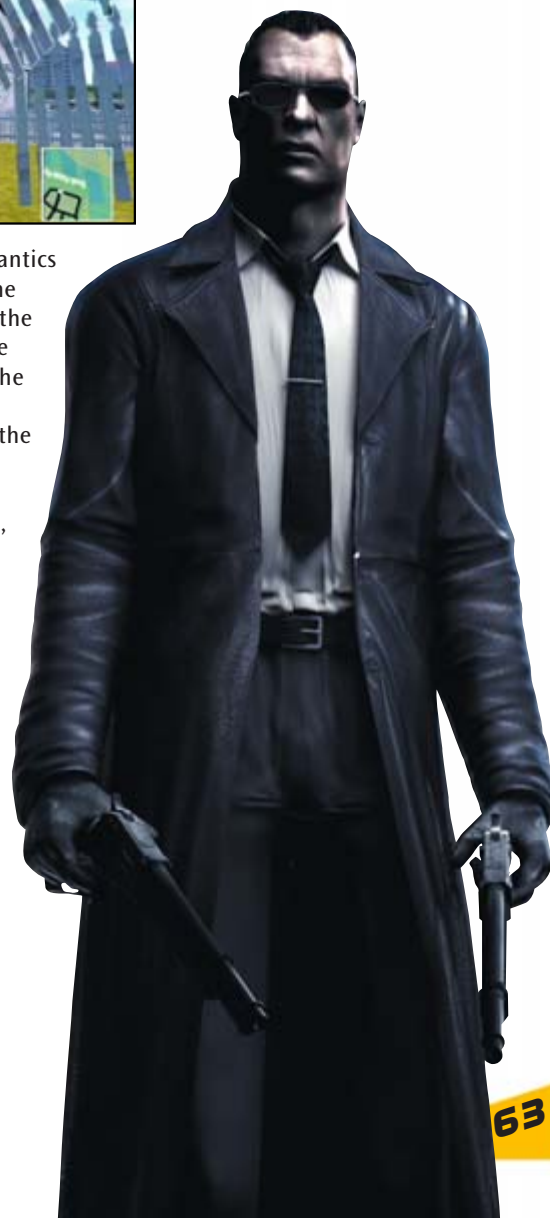
### Cool Ramp D: Building Site Bravado

This oft-ignored rubbish bin ramp in the sandy construction area is positioned so that you can't hit it head-on because of a nearby fence. If you partly connect to it on two or more wheels, traveling at speed from Ocean Drive heading south, you'll be picking windscreen shards out of your face for weeks! Try it.

### Cool Ramp E: Motorbike Mayhem



The last crazy ramp antics in Miami occur on the outside staircase on the west side of the large beach house. From the driveway, jet southward, through the picket fence, and up onto the steps. If you're aboard a bike, you can land in the water.





**Welcome to Nice!**  
**Bienvenue à Nice!**



## Nice Overview

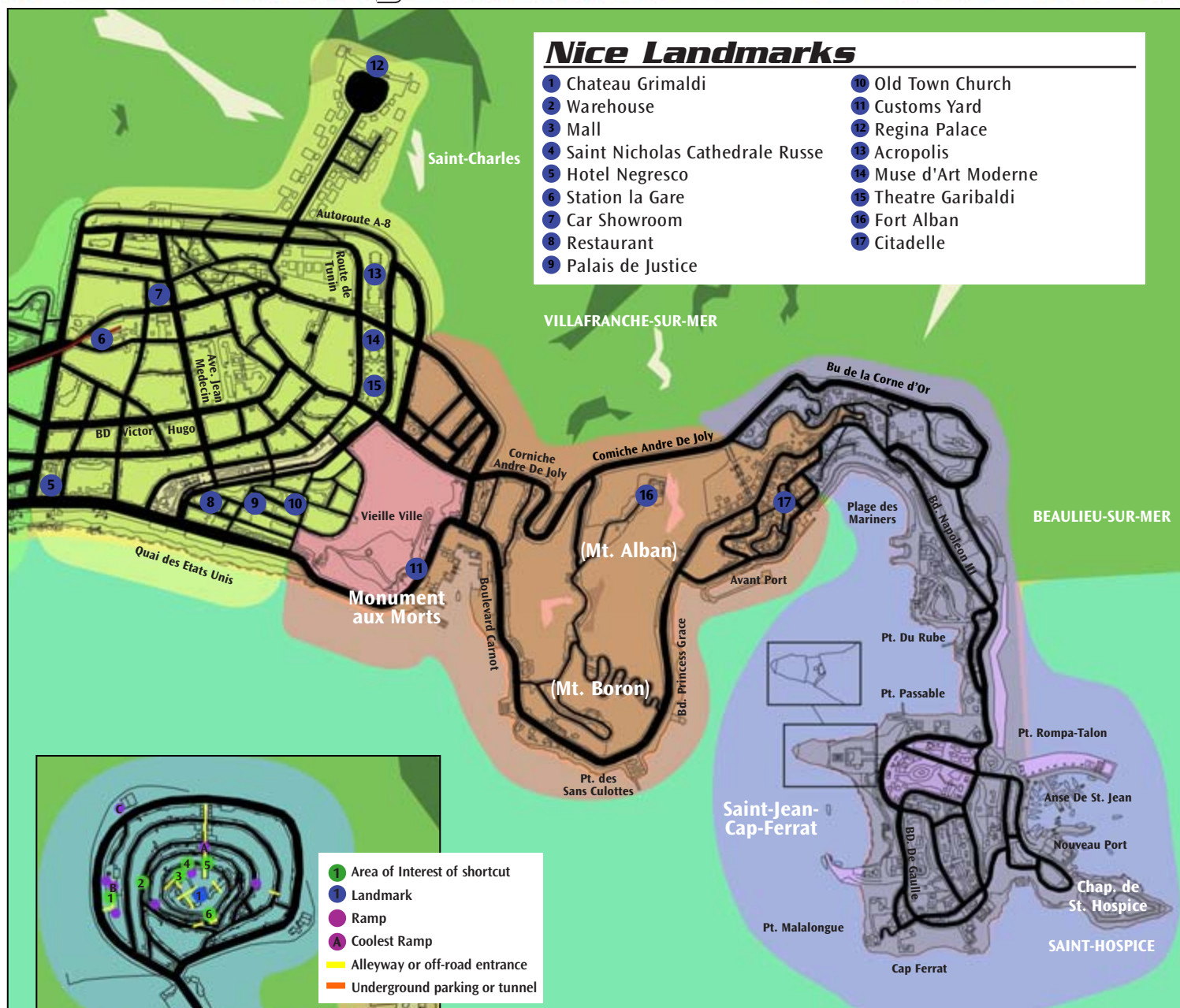
Nice can trace its history to the township founded by the Marseillais in 350 BC. Over the centuries, the city was shaped by waves of successive settlers and then became part of the region of Provence until 1388, when the Savoies of Switzerland and Northern Italy took over.

Legend has it that to stop the attack of the Turks in 1543, an ugly townswoman climbed the tallest ladder in town and bared her behind. The Turks retreated. Italy's King Immanuel III sold Nice to Napoleon III in the mid-19th century. After its incorporation into France, the railway was extended to Nice from Marseilles, and the city became a favored destination on the French Riviera, attracting tourists and the jet set, who enjoy the proximity of Monaco, the warm climate, and spectacular scenery.





# Taking a Free Ride: Tanner's Tour of Duty



## Sector #1: Saint Laurent-Du-Var Overview

A medieval hill fort to the north of the town, surrounded by circling alleys barely large enough to squeeze a car up, gives way to a double freeway entrance and the western shores of the Mediterranean Sea to the south. The château is a perfect spot for stunt practice, and the freeways provide ample access to the rest of the map.

### Famous Landmarks

#### Landmark #1: Château Grimaldi

HIGHLY VISIBLE: No

WALK-INS ALLOWED: Yes\*

(\*Exterior only)





Towering over the ancient hilltop town of Haut-de-Cagnes, this castle was built by Rainier Grimaldi in 1309, and functioned as a fortress-prison. More than 300 years later, Jean-Henri Grimaldi transformed the jail into a fortified palace, which survived the ravages of the French Revolution.

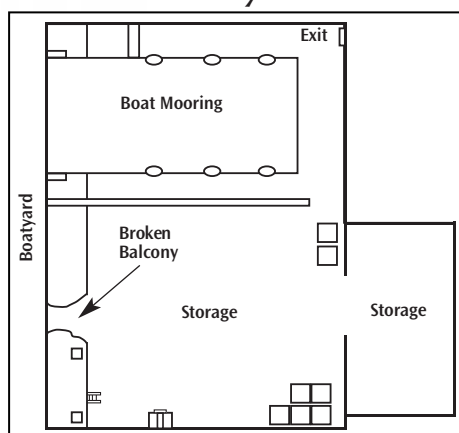
The château is a place to reach after a perilous dash through the winding mountain roads, where old houses loom over you on both sides. At the top, search for all the archway exits, and take advantage of the numerous stunt opportunities here. The only downsides are finding this place to begin with, and retracing your steps after each stunt!

### Landmark #2: Warehouse Boatyard

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** YES

A known hangout for various nefarious activities, the warehouse and boatyard offer fine smuggling opportunities because the area is so remote. The boatyard allows you access to the sea, or from the water via the moorings inside the building. Surrounding the shed are boats stored aloft on stilts, and there's only one exit, so be careful of being hemmed in during a fight here.



## Other Areas and Key Shortcuts

### Area #1: Stately Home Alone

The entrance to the stately home is farther north, but actual access (via the shed) is from this open area to the right of the north circular road. This area is also good to try 180 double-backs.

### Area #2: Road to the Mountaintop

The winding, narrow streets are frightening to drive at top speed—can you do it? When you reach this junction, take the hill road up to continue to the château entrance.

### Area #3: Pedestrian Switchback

Two entrances to the château grounds are at the top of the mountain. The first is the switchback road to the right, suitable only for bikes. Cars get stuck here, so be careful.

### Area #4: Reaching the Mountaintop

If you're driving a car around here, continue past the right road until you almost reach the giant scaffold ramp, then turn right up the steep hill, and drive between it and the low wall to the mountaintop.



### Area #5: The Big Drop

The giant scaffold ramp is an incredible feat of engineering, perfect for peering over the edge at the medieval rooftops below. Have you tried driving off here?

### Area #6: Look Down and Look Out



This lookout post is reached after traveling through the château courtyard and out the southern side. On a steep slope is a lookout area—you can even launch your car off here at speed, if you shoot it over the wall.

### Area #7: Perimeter Planning

Avoid the traffic on the Route des Vespins by heading into the sloping grass expanse. You can rejoin the road at any time by heading left, around the houses dotted around, or head directly for the south coast.

### Area #8: Industrial Driveways

This section of town is made up of separate warehouses and old buildings linked by a series of roads with shallow walls on each side. The police have trouble following you here.

### Area #9: Tide You Over

You can cross the Le Var River at many points, but this one allows you to drive over (usually with a bike), passing the low rock in the middle, and head toward the connecting planks on the other side.

### Area #10: Buttress Rocks

Along the north-south grassy area is a buttress of rocks near the road hugging the river. Use the buttress as a giant ramp, slamming into and over.



### Area #11:

#### Warehouse Road

The road leading to an often-overlooked warehouse and boatyard can be taken from the base of the circular entrance to the Pont Napoleon III freeway. Follow it to the coast.

# Taking a Free Ride: Tanner's Tour of Duty

## Area #12: Ramp It to the Max!

Try this incredible jump at least once before you leave. You can jump the river and land on the airport side. It can only be accessed heading west to east.

## Five Coolest Ramps

### Cool Ramp A: Scaffold Insanity

Leaping from the top of the mountain results in one of the most spectacular tumbling crashes ever! Make sure you get a good run at it, launch straight, then vary your exit direction (e-braking to the side as you reach the end, for example) for different crashing effects. Or use the north stepped road to the outer circular street as a quick exit.



### Cool Ramp B: Into the Shed

Check out the large shed on the right side of the circular road (heading north). Inside is a ramp allowing you to leap over, onto the front grounds of the stately home. A cart ramp on the other side allows you to return.

### Cool Ramp C: Barnyard Antics

Don't forget the ramp to the side of the road circling the mountain; there's an old barn to drive your car up and over. This is a good spot to try a 180 turn.

### Cool Ramp D: Ramming Speed

Start on the tarmac to the far west, near the freeway on-ramp. Then accelerate forward onto the grass and ram the buttress rock head-on.

### Cool Ramp E: Come Fly With Me

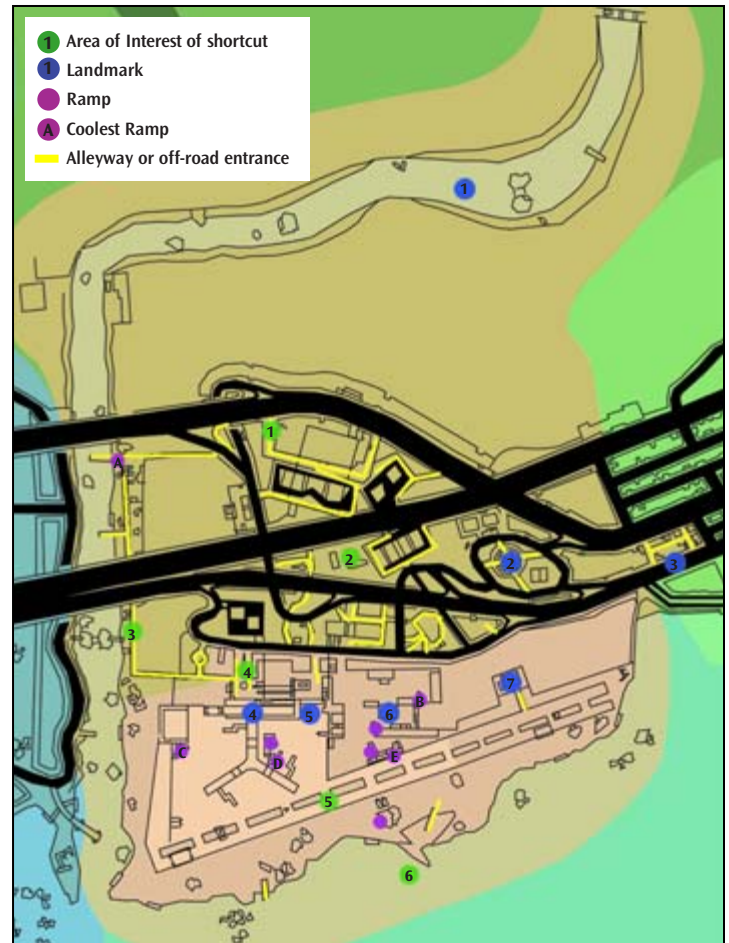
See that rickety ramp? Approach it from the pathway, using a car with a good turning radius to adjust the vehicle left slightly as you hit the ramp. Now try this ramp in the big rig!



## Sector #2: Saint Augustine

### Overview

The western part of Nice is elongated in an east-west direction, but offers large amenities such as the airport and some recently constructed skyscrapers. It has a shopping center and the entrances to the northern freeways run adjacent to the train tracks, making it more of a waypoint than a true destination.



## Famous Landmarks

### Landmark #1: Le Var River

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

Le Var flows south and empties into the Baie des Anges, providing a barrier that can only be crossed via the main freeways, although large jutting ramps are available south of the Pont Napoleon III if you need quick and easy access to the airport.



### Landmark #2: L'Arenas Parc Phoenix

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

The Parc Phoenix, a huge greenhouse filled with more than 2,500 plant species, is unique in France. Showcasing everything from prehistoric plant life to a large butterfly enclosure, this is a major tourist attraction.





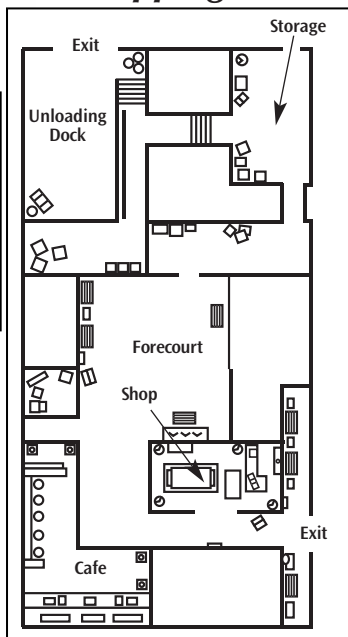
## Landmark #3: Shopping Mall

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: YES



It's a small shopping center by American standards, because the local residents prefer to purchase their necessities from the surrounding street shops, but it offers a café and a storage area in the back. You'd be wise to learn the exterior layout—just in case you need to foil a gang's despicable scheming.



## Landmark #4: Aeroport de Nice-Côte d'Azur

HIGHLY VISIBLE: YES

WALK-INS ALLOWED: YES\*  
(\*exterior only)

Opened in 1945, the French Riviera airport is the second busiest in France, and ferried more than nine million passengers to their destinations in 2002. It's practical because of its close proximity to Nice and the coast (indeed, a little too close—the airport was flooded in 1994), and is an interesting driving diversion. Check out the many ramps.



## Landmark #5: Airport Tower

HIGHLY VISIBLE: YES

WALK-INS ALLOWED: YES

Although part of the airport, the tower deserves a special mention because it is the tallest building you can actually climb. There's a stunning view from the top, and you can lob grenades without fear of reprisal. You might want to have an automatic weapon handy on the way up, though, just in case.

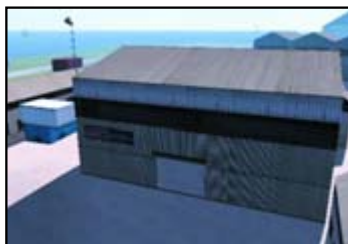


## Landmark #6: Safehouse

HIGHLY VISIBLE: YES

WALK-INS ALLOWED: YES

One of the many safehouses dotted around the French countryside, this is little more than a large



warehouse to drive in and out of, but it's a great rendezvous point. Try out the nearby ramps, and also bring out your hardware to test the strength of the shelving in the safehouse.

## Landmark #7: Fire Station

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: YES.\*  
(\* Left garage only)

Halfway along the north side of the runway is a fire station. While the firemen are currently off duty, one of the garage doors still activates when you approach.



## Other Areas and Key Shortcuts

### Area #1: North Alley Access

The shopping block of the Route de Grenoble has a large courtyard to the north, allowing access to the grounds of the office buildings to the south and the area under the freeway.



### Area #2: Down to Earth

The landscaped areas and grassy hills around the Nice skyscrapers are perfect for escaping the law. Don't forget the area under the freeway, which allows additional north-south access.

### Area #3: Riverside Path

Running north to south along the eastern side of the river is a pathway that allows alternate access to the western side (Sector #1). There's a ramp and some jetties for ease of access.

### Area #4: Airport Entrance

Here you find a barrier in front of an underground parking lot with an east exit, and an open expanse to try out all your vehicle's more advanced maneuvers.

### Area #5: Coming In to Land

Use the runway as your playground. Your vehicle can reach top speeds here. That, coupled with nearby ramps and rocks to slam into, gives you excellent stunt potential!



### Area #6: Jagged Rock Bay

The bay adjacent to the airport is a natural cove, with rocks around the shallow sea area. This cliff is a good place to bring a boat into, or launch a car off the edge of!

# Taking a Free Ride: Tanner's Tour of Duty

## Five Coolest Ramps

### Cool Ramp A: River Ramp

Take the grass divider and path from the freeway exit to the east and head west, aiming for the ramp on the container boxes. It's the most spectacular way to cross the river from this side.

### Cool Ramp B: Taking Flight #1

Near your safehouse is a ramp at a rakish angle. Hit it just right to secure a high-flying stunt jump, or smack into it at an angle for airborne tumbling.

### Cool Ramp C: Taking Flight #2

To leave the airport grounds, you can use the ramp on the containers at the westernmost area, near the giant open hangar.

### Cool Ramp D: Taking Flight #3

This airport ramp is positioned so that when you hit it you either shoot straight over the roof of the gate building, or through the window and out the other side—or smack into the building if you're not moving fast enough!

### Cool Ramp E: Taking Flight #4

Don't miss the last ramp, inside the group of containers! Approach from the east, heading west, and launch from under the container roof and out. Try this at maximum velocity!



## Sector #3: Promenade and West Town



## Overview

The major center of activity in town, the promenade offers quick and easy access to most of the rest of Nice. You can try the inner east-west roads, but you have to avoid incoming cars at many intersections. At the north area of the map is a confusing snarl of freeway roads and exits. Check the area carefully to find all the routes, including the underground tunnel to the promenade.

## Famous Landmarks

### Landmark #1: Nice Promenade and Avenue de la Californie

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Exit the Pont de Napoleon III freeway via the first exit to the east and you begin your journey along the spectacular Avenue de la Californie. The road passes the Parc Phoenix as you reach sea level and then opens with the Mediterranean on one side, and row upon row of historic hotels and other buildings on the other. This avenue continues all the way east to the famous Hotel Negresco, and is the perfect route for zipping about town.



### Landmark #2: Cathedrale Orthodoxe Russe St-Nicolas

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: No

One of the most stunning Russian Orthodox religious structures outside of the old Soviet Union, this was designed to resemble the Saint-Basile in Moscow, and was constructed when the Romanovs walked the promenade early in the 20th century. It has six onion domes and a mix of marble, brick, and ceramic walls. It is not open to the public, but is useful as a locator. Listen for the tolling bell.



## Other Areas and Key Shortcuts

### Area #1: Spatial Awareness

One of the few areas in this part of town with a large expanse of ground, this parking lot allows quick access north and south, and a few cars you can use without jacking them.



## Area #2A to 2B:

### Underpass Adventure

Don't feel you have to take surface routes to your destination if it's near these points: There's an underground entrance to Bd. Napoleon. Enter the tunnel at 2b. Watch your driving, as the enclosed space is narrow. This is a great alternate route to reach the raised freeway. You can use 2b as a stunt ramp, too!



### Area #3: Keep on the Grass

Most of the larger buildings in town don't have a gated garden, but this one does. You can use various routes, crash through the garden, and get back onto the main street during a chase.

### Area #4: Underpass Underpinning

This section of five arches and numerous support pillars allows you to head under both roads and the train track to a semi-circular park area. You can drop from it if you're on the northern ledge road. Just west is a freeway entrance.

### Area #5: Ledge Road

North of the freeway on-ramp is a ledge road that permits cunning stunts if you accelerate west and land in the semi-circular park near Area #4.



### Area #6:

#### Roundabout Turn

Buildings usually loom over you in the many enclosed alleys in Nice, but this section has a little extra space. It has shrubbery enclosed by a wall you can drive around.

### Area #7: Rapide Transport

This area between Voie Rapide and Avenue de la Californie offers a quick shortcut around a mansion, with two exits onto the beachfront road.

### Area #8: Lark in the Park

This shortcut is an east-west road that allows quick access through a winding park road backed by buildings to the north and south. Watch out—those lampposts are sturdy!

## Five Coolest Ramps

### Cool Ramp A: Grassy Hillocks

The sloping hill area offers less traction, and therefore more out-of-control antics. Watch out for the trees, and launch from the various undulations.

### Cool Ramp B: North Ledge Leap

If you're driving around the northern lip near the freeway roads, this area is key for launching your car. It allows you to drop to ground level, too—a great escape!

### Cool Ramp C: Raising the Ramp

The snaking upper freeway area, high above the train tracks, is accessible via the on-ramp near Area #5, or the first freeway entrance to the west. It's a great place to fly from if you're fast enough!

### Cool Ramp D: Promenade Punishment #1

Destroy your vehicle in style via the steps all along the promenade; these offer some of the most spectacular crashes.

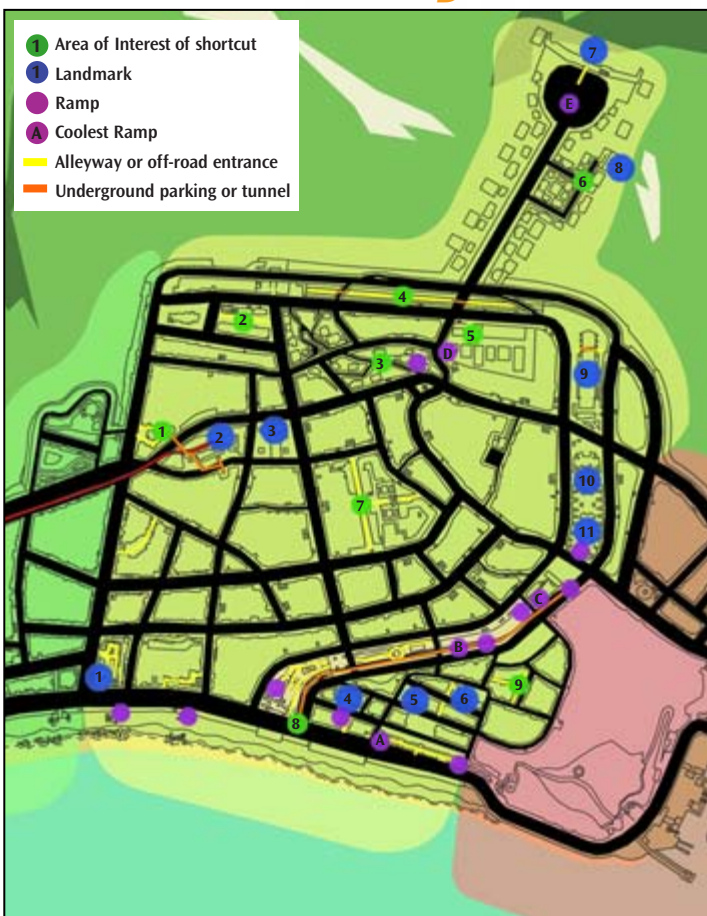
Line up your car, accelerate wildly, and hit those steps!



### Cool Ramp E: Promenade Punishment #2

Need more fun? Continue down the promenade, hitting as many of the stepped ramps as you can until you flip or your car is destroyed. Stepped ramps in this area have small rocks at their entrance, so watch out for them!

## Sector #4: City Center



# Taking a Free Ride: Tanner's Tour of Duty

## Overview

The large and bustling city center houses most of the landmarks. Find the crane, because it shows you the area near the Old Church and the Palais de Justice more easily than the buildings hidden behind countless sidestreets. Amid the tiny interlocking roads to the south are more spacious areas. To the north is high-class housing, and to the far north an east-west freeway and sewer. Finally, at the top of the map is an exclusive neighborhood and the fabulous Regina Palace.

## Famous Landmarks

### Landmark #1: Hotel Negresco

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

One of the most exclusive five-star hotels in the world, and located on the famous Promenade des Anglais, this is a testament to traditional French taste and the world's finest craftsmen. It has palatial public areas, fine carpeting, and old tapestries and paintings from Dali and other artists adorn the walls. Built in 1912, it is one of the few remaining privately owned palaces in the world. It is currently closed to wheelmen, but good to use when locating the adjacent Albert ler gardens.



### Landmark #2: Station la Gare

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: NO

This ornate train station is the main route for commuters as well as sightseers. Unfortunately, it is closed, and you cannot reach the rail track stretching westward. However, the underground passage in the parking lot in front of the station is a good alternate escape route.



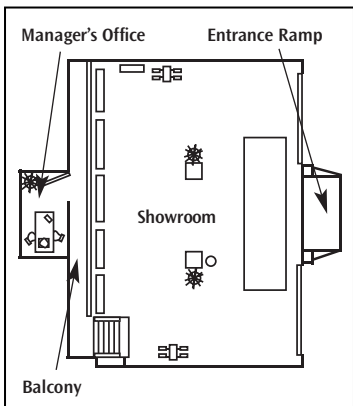
### Landmark #3: Car Showroom

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes



Showing off the finest in European sports car luxury since 1984, the car showroom is surrounded by courtyard and grass, making it a great shortcut. Drive in through the windows if you'd like to wreak a little havoc.



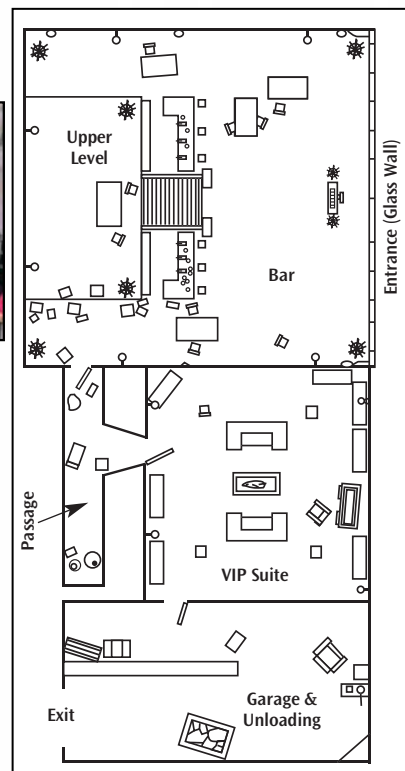
### Landmark #4: Restaurant

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes



This restaurant in the enclosed streets of the old town is under surveillance by the French police, as gang activity has been reported and shifty characters have been spotted in the area. You can only gain entry by force, by crashing your car through the front window, shooting out the large front glass, or more subtly entering via the garage to the rear.



### Landmark #5: Palais de Justice

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: NO

Constructed between 1883 and 1885 on the site of a Dominican convent built in the 17th century, this historical monument (in streets filled with ancient structures) has a special place in the hearts of the inhabitants. For Tanner, it's just another building to negotiate in a series of tight turns.



### Landmark #6: Old Town Church

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: NO

This famous old church was one of the most beautiful baroque monuments in the world. Construction began over an older vault in 1740, and the final exterior decorations were completed in 1786. The French Revolution transformed the building into a store, and it became a library and finally a theater before being restored in 1828. Tanner is more concerned with the courtyard next to the structure, because it provides easier access through the streets than the narrow roads.





## Landmark #7: Regina Palace

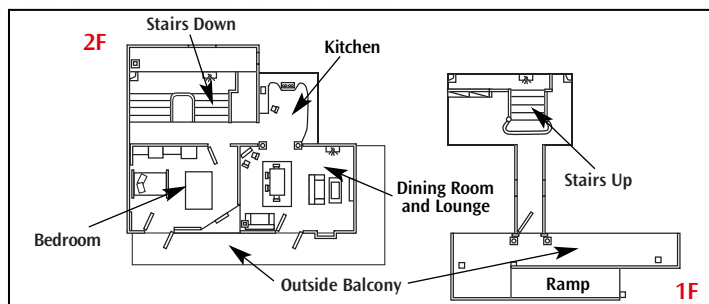
**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Built for Queen Victoria in 1897, this colossal structure at the far north end of the city is still in use as an expensive hotel. You can maneuver to the main balcony and smash some front glass, but the building is off limits to Tanner. Instead, use the bridge and grass park as a stunt track. The building is also near one of Tanner's safehouses.



## Landmark #8: Safehouse



**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

Near the looming majesty of Regina Palace, this large mansion in the leafy suburbs north of the old town is the perfect cover for Tanner and his undercover operation. The house offers full amenities, including a kitchenette, dining room, and two decks. Tanner begins some of his missions from this point.



## Landmark #9: Acropolis

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Used as a convention center, the Acropolis holds varied exhibitions throughout the year. Tanner doesn't have time to take in a show; he can drive around the outside, or use the northern courtyard as a shortcut.



## Landmark #10: Muse d'Art Moderne

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This modern art building houses some of the world's finest art, including pieces by Andy Warhol and Roy Lichtenstein's "Pop Art" material.



Tanner has little time for such activities. He uses the roads around the building as a thoroughfare, and the many ramps for stunt practice. The interior of the building is closed.

## Landmark #11: Theatre Garibaldi

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Constructed in 1980, the stark concrete exterior of this theater looks more like a shopping mall than an auditorium for the arts, but the theater still shows classical, modern, and little-known plays, staging about 20 shows a year. Tanner can wander the interior stairs and around the outside, but isn't allowed in the seating area.



## Other Areas and Key Shortcuts

### Area #1: Underground Walkway

One method of heading to the train section is via the underground walkway. There are three entrances, one on either side of the station road and a third behind a building in a U-shaped alleyway. Learn this route for cop avoidance.



### Area #2: Market Stall Scatter

The northwest side of town has two blocks of buildings separated by large cobblestone streets, usually packed with stalls. Cause panic and property damage by driving through the entire lot!

### Area #3: Over the Top

This area has many large old buildings and snaking pathways, usually with white walled sides. Check every alley for alternate exit routes to fool the cops.

### Area #4: Sewer System

Running parallel to the Autoroute A-B is a sewage inlet. It is simplicity itself to drive your car on and off the banked areas and launch up over the south road. Farther to the west, above Area #2, is an alternate housing area and freeway entrance through mud.

### Area #5: Warehouse hideout

Not officially one of your hideaways, this warehouse area is still a good place to swerve into if you're being pursued. Launch your escape after winding around the buildings or up the ramp.

### Area #6: Safehouse Streets

The two L-shaped hedge-lined streets aren't just for cop confusion. They lead to the safehouse in the northern area. Otherwise, ignore these side streets.

# Taking a Free Ride: Tanner's Tour of Duty

## Area #7: Large Unseen Alley

Running north to south, this road shows the type of streets you can find throughout this area, as well as two hotels at the east intersection, and ramps to reach the eastern exit. Try them out!

## Area #8: Underground Road

A second underground area, starting near the promenade on the Avenue de la Californie, allows access under the gardens and the long thin parking lot, and comes out near the theater. It's an impressive alternate route if you can squeeze past the cars inside the tunnel.



## Area #9: Concrete Barrier Block

Blocked by concrete at each of the three sides, this area can only be entered via bike or on foot. Don't swerve down here unless you want severe car damage.

## Five Coolest Ramps

### Cool Ramp A: Ramshackle

#### Building Rundown

A truly classic set of two ramps, each at one end of a set of buildings. Approach heading east or you'll slam into a taller building edge that you normally drive over in the other direction. One of the roof areas is weak; landing on it causes your vehicle to fall into the shop below! Try launching yourself over here at different speeds and angles.



### Cool Ramp B: Up, Up and Away #1

Above the tunnel is a long, thin, parking structure, with room underneath to drive north to south, or west to east. To reach the top floor, use the ramps around here, or launch from them.

### Cool Ramp C: Up, Up and Away #2

Gain that extra height by entering this three-level parking structure at the north entrance, drive up the ramps to the top, then accelerate off the ramp and down to the long, thin structure below. It's a great fall!

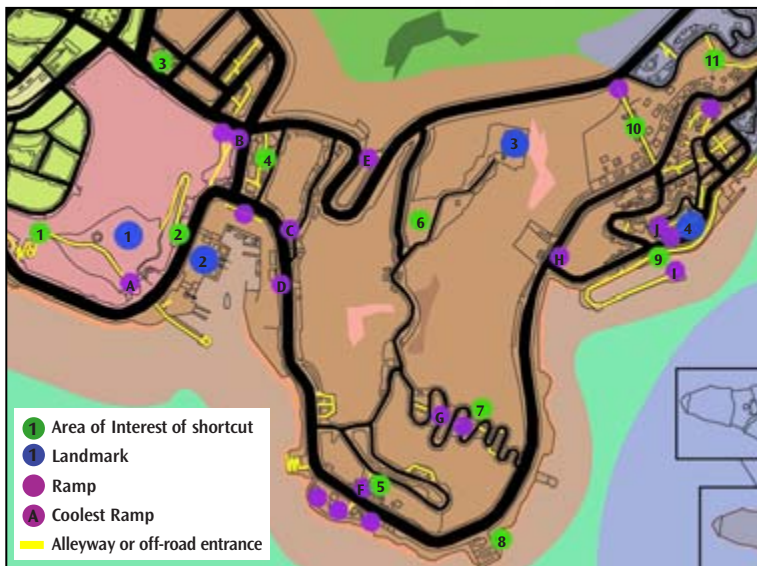
### Cool Ramp D: Wearing Out Your Warehouse Welcome

If you find yourself in this large warehouse area, be sure you try the other way to exit, via a ramp in the southwest corner. If you're precise enough, you land on the road southwest.

### Cool Ramp E: Regina Rumble

Instead of quietly taking in the majesty of this hotel, speed up, heading north from the road. Zoom up the raised garden area, skidding around and causing havoc.

## Sector #5: The Mountains of Fort Alban



## Overview

Moving from the bustle of central Nice to the few mountain roads allows you no less frantic driving, but at least it shows you know where you're heading! There are ample stunt opportunities, and venturing up into the hills allows you to locate out-of-the-way landmarks such as Fort Alban. Over on the east side are the mountain communities, and these roads are some of the most confusing to negotiate at speed!

## Famous Landmarks

### Landmark #1: Vielle Ville Park

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Raising to the top of a rock edifice, the park of the old town of Nice, overlooking Rauba Capeu Bay and lighthouse, offers a grand stroll and a stunning view of Nice, as well as the opportunity to test your car-plummeting skills to its very limits.



### Landmark #2: Customs Yard

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Located by the bay near the Rauba Capeu lighthouse, this sealed yard only opens on special occasions, and is more easily accessed by boat. Imports and exports are checked in this area, although suspicious activity has been reported in recent months.





## Landmark #3: Fort Alban

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes?

Built in the 16th century, this stronghold was constructed when the Turks were devastating the northwest Mediterranean. In 1543, they besieged the town, taking the low city and plundering it. In the centuries afterwards, the fort has undergone extensive modifications, but it still offers a well-preserved example of 500-year-old architecture. The fort, reached by winding mountain roads, may hold a secret. How do you unseal it?



## Landmark #4: Citadelle

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

The remnants of a 16th-century citadel still look over the tides of the Villefranche area, more than 500 years after being constructed. Now little more than stone walls and overgrown grass, this is still the focal point of the old town. You can reach the Citadelle by driving up the ramp, and explore the turrets and crenellations at your leisure.



## Other Areas and Key Shortcuts

### Area #1: Winding Cliff Walkway

Only a fool would try to descend this area while driving a bike; cars don't even fit down this breathtaking passage overlooking the entire city of Nice. Check out the view from the stone observation platform.



### Area #2: Switchback to the Park

If you're cruising past the customs yard to your east, be sure to look in the opposite direction to the ramp between to villas. Ride up there, turning sharply left, then race to the top (don't overshoot and wreck your car!), and onto the high cliffside of the park.

### Area #3: Monument Malarkey

Not all of the west side of town consists of narrow streets and larger tenement blocks. Here's a patch of park with a monument in the middle—a good diagonal shortcut. Note the alleys to the east, in the next city blocks.

### Area #4: Shortcut to the Bay

There's always a handy shortcut to foil a police pursuit, and this one brings you out at the main intersection near the bay overlooking the customs yard. Stay left when using this shortcut while heading north. The right branching walled road is a dead end.

## Area #5: Shortcut to the Coast

This shortcut, at the lowest part of Mount Boron, allows those traveling on the snaking road to the north to reach the southern coastal thoroughfare simply by heading across the grass and over a ramp between buildings to the south. If you're on foot, you can also explore the grassy cliff to the east.

## Area #6: The Mount Alban Plan

At the top of Mount Alban is a patch of brown earth you can drive over, instead of the road. The junction to the south allows you to access many parts of the map; use the grass shortcut near the tall narrow medieval building for extra stunt bouncing!

## Area #7: Switchback Snakes

This crazy set of switchbacks is a shortcut of sorts, down to the Princess Grace Boulevard when heading southeast, or up to Alban when heading north. Check the map closely for many off-road shortcuts in place of the snaking road.

## Area #8: Cliffside Wharf

When you live at the top of a cliff and own a boat, what do you do? Build a series of sharp ramps, accessible to pedestrians or bikers, down to the wharf. When approaching via boat, look out for these. The map has many.

## Area #9: Avant Port

The Avant Port area is small, but the concrete switchback jetty is large enough to accommodate a car. Speed around here, testing your nerve while staying out of the water!

## Area #10: Stepped Terraces

One of the more impressive shortcuts allows access to and from the northernmost road, the Corniche Andre de Joly. Head straight down or up here, increasing your speed if you want to chance a spectacular rollover.



## Area #11: Mountain Pass Madness

Check this map out carefully, as we've shown many curved paths through the sloping mountain homes and rocks. There are many to take, and all can be dangerous. It's perfect for the stunt aficionado!

## Ten Coolest Ramps

### Cool Ramp A: Danger! Cliff!

Arguably the most adrenaline-pumping drop in the game! Accelerate down here from the park gazebo, and slam into the crumpling barriers and off the cliff entirely. You can almost somersault to the lighthouse!



# Taking a Free Ride: Tanner's Tour of Duty

## Cool Ramp B: Courtyard Craziiness

Another shortcut, but this one needs to be approached from the south to take advantage of two ramps, nicely positioned to allow a spectacular launch into the road beyond.

## Cool Ramp C: Danger! Roof!

This may take the prize for most outrageous ramp! Tear down the road heading south, make a quick adjustment to hit the roof perfectly, and you fly into the bay, over the road below! Start to e-brake as you turn for the most spectacular car explosion ever.



## Cool Ramp D: Danger! Ramp!

Another classic ramp is almost directly under Cool Ramp C, and must be driven over while traveling north up Boulevard Camot. Skid left slightly to hit the ramp, and achieve another flight into the bay.

## Cool Ramp E: Danger! Rock Face!

This is one of the few areas of Nice with multiple spectacular falls. This one is approached via Corniche Andre de Joly, heading south. Skid right, between the trees, and tumble over the sloping rock face. Vary your skidding for tumbling effects.

## Cool Ramp F: Between-Building Launch

When taking that shortcut south (Area #5), be sure you aim directly for the small ramp between the buildings. Failure to hit this properly gets you stuck.

## Cool Ramp G: Soaring Over Switchbacks

Take the first switchback at speed, and you soon learn how rugged your car is, but the car-crumpling crash is worth it! Any of the other shortcuts can be taken at speed for more stunt action.

## Cool Ramp H: Where Did the Road Go?

This only works if you're driving northeast. There's a drop at this point, allowing your vehicles' protesting shock absorbers to crunch as the car lands on the sloping grass field below.

## Cool Ramp I: Avant Advantage

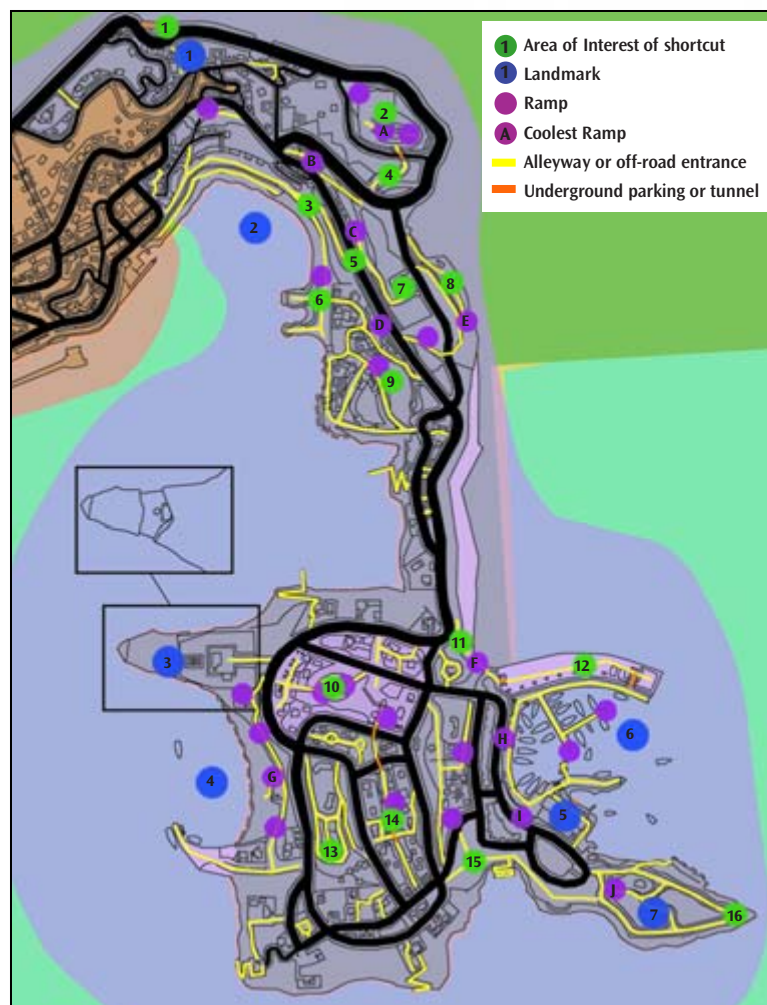
This one takes a bit of skill to pull off, but it is possible to drive around the raised concrete port and accelerate wildly, launch off the end, and land back on the bay path.



## Cool Ramp J: Citadelle of Chaos

Before you leave this area, fully explore the Citadelle and you discover ramps all around to try out. This one allows you to fly off the battlements.

## Sector #6: Eastern Peninsula



## Overview

The eastern peninsula still has the crazy mountain roads in the far northwest, then a snaking road system leads south to the main peninsula. Here is a mixture of leafy residential roads, a seaside old town on lower ground, and a large bay to the southeast. To the very southeast is the peninsula.

## Famous Landmarks

### Landmark #1: Tanner's Safehouse

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: YES

This is the third safe haven for Tanner, a place to drive hot cars and pack them away for dismantling and exportation. Press the button on the front gate to get in. Ramming the gates results in less success. There's always a car or two to choose from in here.





## Landmark #2: Plage des Mariners

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Another beach of white sand and sparkling water, this area combines shallow water with a small pathway stretching around to the western shore of the larger Saint-Jean-Cap Ferrat Peninsula. Use this thoroughfare when you need a change from those enclosed town streets and alleys.

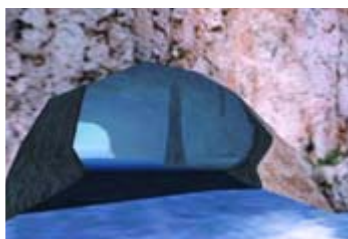


## Landmark #3: Cavern

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes

Under the Pilone peninsula is an interesting rock formation—the constant crashing of the waves has formed a grotto of sorts and a tunnel straight through the rock. Is there buried treasure to be found inside this place? Or something a little more strange...?



## Landmark #4: Pt. Pilone to Pt. Malalougue

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

The entire area is pristine and soothing, but the small crescent beach between Pilone and Malalougue defies expectations. There's something for everyone—quick access by boat to the customs yard, a sandy beach for romantic strolls, and steps to launch your car into the water below.



## Landmark #5: Transport Compound

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes

This is where many of Nice's gangland thugs smuggle automobiles to and from the French Riviera. There are two entrances: a double gate to the west, and a single entrance at the base of a slope on the opposite side. In the compound are a couple of small huts, various crates, and a warehouse. If you want a little more stealth to your infiltration, dive into the water and enter via an underwater tunnel leading to a manhole cover.



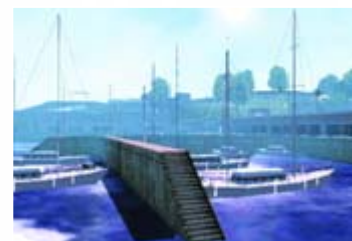
## Landmark #6: Nouveau Port

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

This entire bay is teeming with fishing boats and other watercraft as the residents take in the sun and

idyllic lifestyle. Meanwhile, wheelmen with scores to settle will be interested to view the stone wharfs with steps leading into the water. These are great for launching a powerboat, one of the few times you can use a boat in a stunt.



## Landmark #7: Chapel de St. Hospice

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes\*

(\* Gardens only)

This peninsula lies between Nice and Monaco. The actual chapel residence here offers a large back garden with some lifting equipment hidden away, and roads linking the other areas of the outcrop.



## Other Areas and Key Shortcuts

### Area #1: Corne d'Or Hole

Where the Boulevard de la Corne d'Or begins is a giant hole in the mountain wall you could drive a big rig through! Well, why don't you? It saves going around that tight corner to the left.



### Area #2: Stunt Pit Stop

This large quarry has two giant ramps, and is accessed by driving over the surrounding rock wall or through the tunnel to the south. Stunts are guaranteed in this area.

### Area #3: Reaching the Beach

One of the narrowest roads can be flown off at speed or, if taken properly, taken to the beach or the main road to Saint Jean Cap-Ferrat. At the beach, follow the path in either direction.

### Area #4: Tunnel Trouble

It's difficult to spot initially, but this large hole in the rock face near the upper junction allows you to access the stunt quarry easily and efficiently. You can drive over the exit and onto the rock itself, too.

### Area #5: The Pleasant Cove

This area is a picturesque cove, usually with a car parked nearby. However, the gate in the wall to the east is one of the best ways to explore the little hamlet of homes east and south of you.





## ***Taking a Free Ride: Tanner's Tour of Duty***

### **Area #6: Napoleon Complex Maneuver**

If you're heading along this road, be sure to "lose control" of your vehicle at least once and plunge off the seaside cliff into the houses below. The effect is impressive!

### **Area #7: The Repo-man's French Connection**

This impressive mini-fortress with the crenellations to prove its violent past has two entrances (one from Boulevard Napoleon, and the other from the parallel road to the east).

### **Area #8: The Very Dry Dock**

The southern climbs of St. Michael end with a pathway that snakes south and east, through a gate, to a two-tier cliff with a strange boat well away from the shore. This raised ledge is a great place for a stunt or two.

### **Area #9: Point Passable Hamlet**

The tiny hamlet near Point Passable is a small maze of medieval buildings, with snaking paths connecting everything. The grassy area below Boulevard Napoleon is a great place to crash. Or fly off to lower parts of the village to the northwest.

### **Area #10: The Charming Fountain**

An open park-like area offers shortcuts while you take in the scenery. This one gets you across to a small open market area to the west.

### **Area #11: Precipice of Cake**

Taking the road south along the far eastern edge of the map can spell trouble if you head through the gap at the south end; there's a sheer cliff! Accelerate over the cliff, or clip the side of it to flip your car.

### **Area #12: Anse de St. John**

This large concrete pier is huge enough to turn completely around on, and offers a quick escape to the lower wharf area via some steps. There's usually a car around here to take, too.

### **Area #13: The Lookout Post**

This giant rock mound with its winding pathways has a large circular area at its top, complete with a lookout post. Foil police pursuers by taking them up here and "dispatching" them.

### **Area #14: Down the Drain**

Running for almost four blocks north to south is a rock inlet where overflow water drains. It boasts numerous areas for stunt action, rocks to avoid hitting, and two grates to slam through into small tunnels linking the north and south areas.

### **Area #15: Shortcut Across the Mud**

This area, complete with a narrow wharf down to an inlet, is sloping mud ground with problematic tire grip, but a great way to bypass road traffic on the way east to the "chapel" house.

### **Area #16: Southeast Lookout Point**

The most southeasterly point in Nice you can reach without taking a boat, this peninsula area can be driven around, or up and through if you want to see the "chapel" house.

## **Ten Coolest Ramps**

### **Cool Ramp A: Locating your Quarry**

Before you leave for Istanbul, hurtle your ride over the rock hill and ramp in this zone. There are loads of methods to dismantle your car here!

### **Cool Ramp B: Gateway to Car-Flipping**

The foot of this hill has a home with a gate, and a hill behind it. Above the home is a pathway that you can fly off, or you can head north through the gates and lose control with comical consequences.

### **Cool Ramp C: The Overhang Plan**

The overhang built into the side of the mountain is a good alternate way to reach the repo-men's lair, but what about stunt driving? Use any of the hills and humps and you can bounce all the way to the water!

### **Cool Ramp D: The Sweet Spot**

Launching off the road to the southwest here is a car dismantler's dream come true; the ensuing wreckage could be the shot that the director in you has always wanted.

### **Cool Ramp E: Eastern Side Drop**

Head on over to the raised sandy area, and zoom off the edge of the small cliff, pointing your car away from the edge of the map. This works well, because there's open space to roll your car into.

### **Cool Ramp F: Sheer Plummet**

Engage in a dance of death—fly over here facing east and try to flip your car on the edge of the precipice without actually tumbling into the water below. Nerves of steel are needed!

### **Cool Ramp G: Beachside Retreat**

The usually forgotten area of the map near the hidden cave is a peaceful and serene beach. Well, until you launch your car off the natural stone steps and cause havoc, that is.

### **Cool Ramp H: St. Jean's Downfall**

Head along the road overlooking the Anse de St. Jean, and try to resist the temptation not to drive off into the wharf and crash in a spectacular tumble!

### **Cool Ramp I: Compounding Your Problems**

Just south of the transport compound is a large hill overlooking the facility. The sharp drop and grassy hill are prime opportunities to smash, bash, and crash your vehicle.

### **Cool Ramp J: Last, but Not Least**

This hidden jump is one of the best around. Accelerate westward, onto and then over the top of the roof of the house at the start of the peninsula path.



## Welcome to Istanbul! Hoş geldiniz-e Istanbul!

### Istanbul Overview

Istanbul's diverse and challenging history started when an oracle at Delphi prompted a man named Byzas to establish a town here around 655 BC. By 330 AD it was known as New Rome, but it became Constantinople in honor of Constantine, the emperor of Rome. It was regarded as the capital of the Eurasian world because of its many impressive structures, and it weathered attacks until being ransacked by the Crusaders in 1204.

In 1453, Sultan Mehmet's Ottoman army claimed the city, built the majority of the mosques, and renamed it Istanbul. The birth of the Turkish republic in 1923 moved the seat of power to Ankara, but a tourism boom has rejuvenated Istanbul into the magical metropolis it is today.

### Sector #1: Topkapi



### Overview

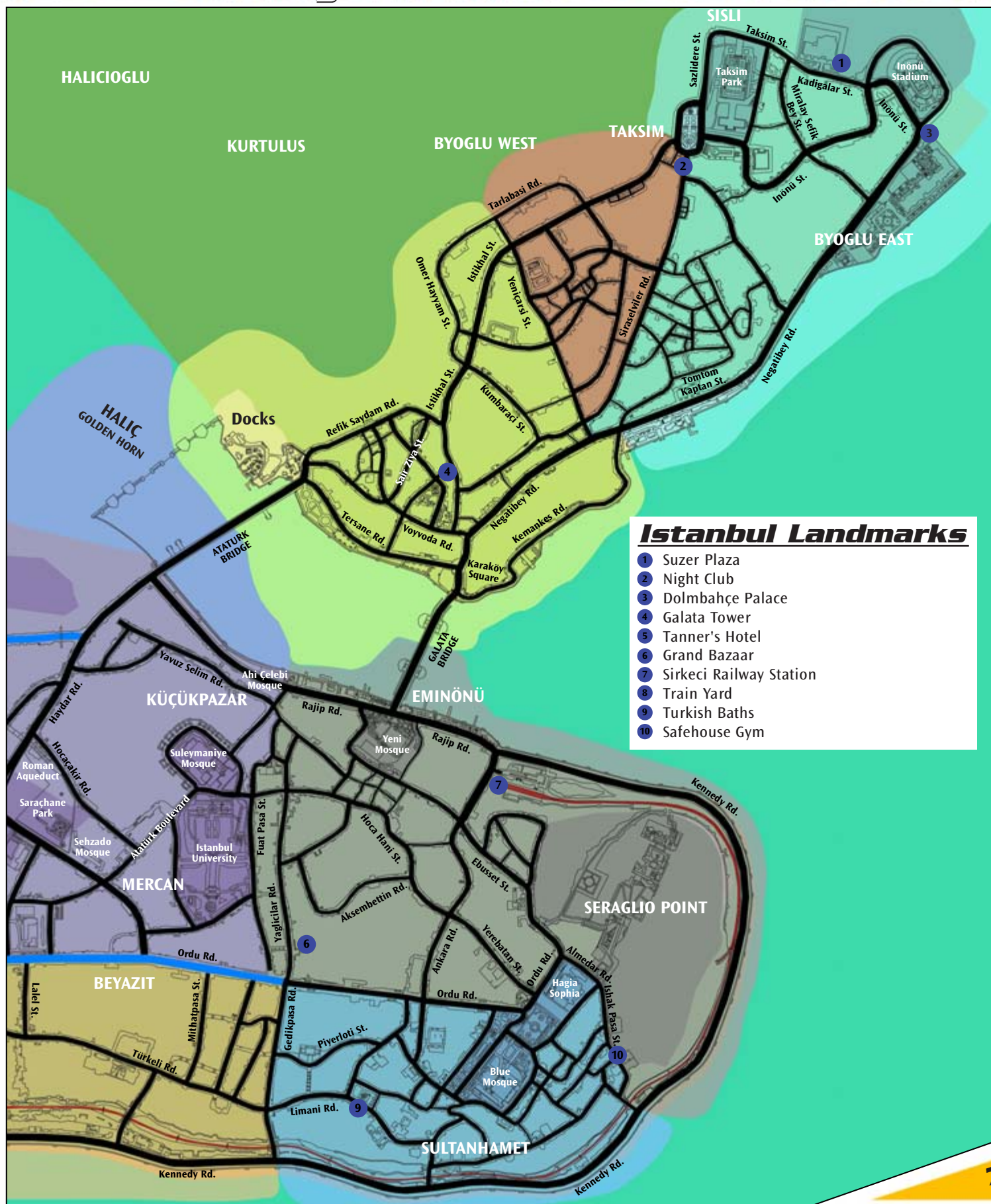
The old city wall remains surround this sector's western edge, but modern construction jostles with the older ruins. A freeway interchange is being constructed, as is a new hospital in the west area. Tanner makes his home in a ramshackle hotel here; the rest of the area is composed of long stretches of road.

Check the south tramway. The road has low walls in the middle (which are removed at main intersections) and the lack of room causes maneuvering problems.





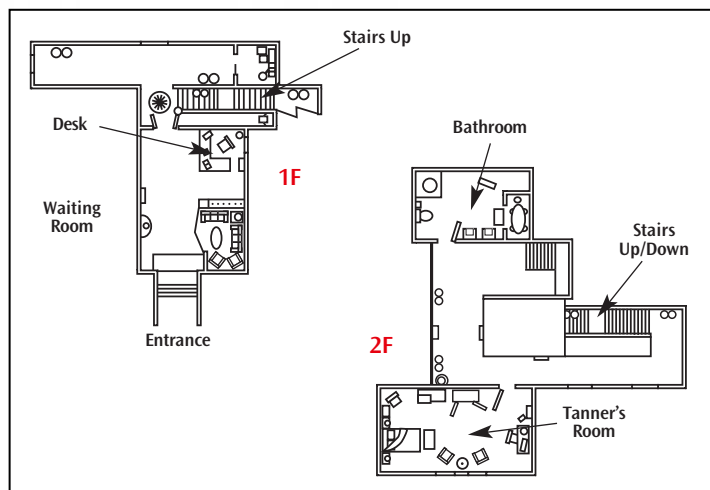
# Taking a Free Ride: Tanner's Tour of Duty





## Famous Landmarks

### Landmark #1: Tanner's Hotel



**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

This unpleasant hostelry is the perfect cover for Tanner while he's in Turkey. Through the foyer, stairs lead to the second-floor landing and Tanner's grim bedroom. Check in here for extra health if you need it.



### Landmark #2: Vakif Guraba Hospital

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This building is new, and its patients receive excellent health care. Alas, Tanner isn't so lucky. He can explore the hospital grounds, but the building is off-limits. Its coloration is recognizable, so this landmark is easy to spot.



### Landmark #3: Warehouse

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

This rundown warehouse is more decayed than many of its type in the city. It offers an open-air feel, because the first- and second-floor windows were blown out long ago. Take the steps to the second floor, and get to the first by dropping through the hole in the second floor. The alley north of this structure leads nowhere.



## Other Areas and Key Shortcuts

Some alley, shortcuts, and ramps are accessible by motorbike only. Learn these areas and use them to try new stunts or avoid the police.

**TIP**

### Area #1: Diagonal Lane

This long lane is a good shortcut to Tanner's lodgings, but take care because the path is narrow. There are a number of buildings to dart around here, too.

### Area #2: Between the Buildings

Another way to reach or leave your hotel is this area of grass and low-walled corridors. It's also a great place to lose a tail, through fleeing or more violent means.

### Area #3: Off the Wall

Slide around this dirt, smash into the shanty market stalls, and use the hillside by the perimeter walls as the basis for a few stunts.

### Area #4: Seeking the Monument

This modern attempt to emulate the builders of the city's incredible mosques is worth investigating. There's plenty of stunt action around its tower, and to the south is an alternate route to the main road.



### Area #5: Intersection Sections

The public works project hasn't completed this intersection. Drive to one side to avoid traffic. The main road functions, but the side ramps on the northwest side lead to large drops.

### Area #6: Millet Road Gully

Between Guraba Hastenesi Street to the north and Millet Road to the south is an alley that's not on your regular map. Use it for quicker access to Millet, but watch the tram wall!

### Area #7: Topkapi Junction

Here's an example of one of the many junctions in this sector. Watch out for branching paths, areas of strewn refuse, and sharp corners.

### Area #8: Topkapi Tramway

Check the map for the tramway, which starts here. It heads east to Hagia Sophia (in Seraglio Point), then winds north to the Galata Bridge. Each circle represents a platform where riders step onto the tram. You cannot commandeer or destroy trams, but you can step onto them, resulting in a bizarre low-speed chase if the cops are on your tail.



# Taking a Free Ride: Tanner's Tour of Duty

## Three Coolest Ramps

### Cool Ramp A: Hillside Havoc

The area northwest of the partly constructed intersection is filled with undulations. Cruise around here at dangerous speeds!

### Cool Ramp B: Intersection Bisection

While of the unfinished ramps offer great airborne crash opportunities, the best place for dropping and flipping is at this freeway structure's end after a top-speed dash southwest.



### Cool Ramp C: Aksaray Interchange Flip

This corner of the four-way intersection is hilly with a big curb at the base. It's perfect for flipping your car, rolling it, and e-braking it off the road and onto the grass as you turn southeast.

## Sector #2: Sehzadebasi and Kucukpazar



## Overview

This wide area of town south of the Ataturk Bridge has more winding streets than monuments, but some edifices stand out. Among them are the 4th-century aqueduct on Haydar Road, and, set on idyllic grounds, the most important religious and academic sectors of town: the Yeni Mosque and Istanbul University. Otherwise, this area is a thoroughfare to the mission-specific landmarks Tanner needs to find.

## Famous Landmarks

### Landmark #1: Schzade Mosque

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

Also known as the Prince's Mosque, this public cannot enter this complex; it can only act as a location landmark. Built by Suleyman the Magnificent in memory of his dead son, the mosque was finished in 1548, and is as unusual as it is symmetrical.



### Landmark #2: Suleymaniye Mosque

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

The great Sinan designed this structure, Istanbul's most important mosque, as a memorial to the city's founder, Suleyman the Magnificent. It was erected between 1550 and 1557, and is not only a place of worship, but also the center for charitable donations. Gormer bathhouses, schools, and kitchens surround it. The grounds have two entrances, and the you can enter the mosque's northwestern part. It is a spectacular shortcut!



### Landmark #3: Istanbul University

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes  
(\*Grounds only)

This is one of the oldest educational establishments in the world, where learning began after Mehmet conquered Istanbul and started theology schools. These lasted until the end of the 16th century, and were abolished in 1924. The classic buildings teach a wider variety of subjects. It is fitting that the learning center for a university more than 550 years old is in such a breathtaking park-like setting. There are four entrances, and a central building to maneuver around—an excellent place through which to take a jaunt.





## Landmark #4:

### Istanbul Egitim Hastanesi

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This medical center specializes in rehabilitation rather than accidents and emergencies, but it still doesn't open its doors to Tanner—even when he's desperate for a health pack.

Instead, maneuver around the center building and grounds and cut across it if you need a shortcut.



## Other Areas and Key Shortcuts

### Area #1: Halic Road Overpass

The main route to the Ataturk Bridge and Tanner's hotel is this long stretch of road flanked by houses, apartments, and, out of bounds to the north, a large mosque. You cannot use the bridges across this road.



### Area #2: Road Bridge Rumble

Bridges in this area offer pedestrians a simple route over the road. You can drive up and down the covered steps on each side, or around the structure.

### Area #3: Golden Horn Halt

The Golden Horn River sweeps majestically into the Sea of Marmara, but regular watercraft cannot venture farther northwest than this giant dam-like structure.

### Area #4: Ataturk Bridge

The westernmost bridge of the two linking the north and south areas of the city has two jetties underneath. Otherwise, it's a straight shot to either side of the river.

### Area #5: Rajip Road Promenade

Rajip Road, running along this area's north edge, has a number of grass dividers with paths embedded into them. Note the narrow alley that links to southern Yaviz Selim Road.



### Area #6: Monument of Independence

The statue of the prancing horseman is attached to the stone column in this small park south of the aqueduct, which is perfect for cutting away from the main arterial roads.

### Area #7: Kizil Market

A few of these tiny markets are dotted around Istanbul. Entering this covered one allows you to lose a pursuer as you dart around the stalls to the other exit.

### Area #8: Ordo Road Romp

This L-shaped alley encloses you in the many alleys for which Istanbul is famous. Dodge the buildings, and use this as an alternate way to reach or flee Ordo Road.

### Area #9: Tram Stops

As described in Sector #1, these indicate where the pedestrians board the trams. Should you do the same, you can have a relaxing slow ride through the city.

## Five Coolest Ramps

### Cool Ramp A: Ataturk Tumble

At high speed, slam up the stepped area at the southern end of the bridge stretching along the promenade for a tremendous crash. Also note you can walk northwest along the narrow ledge from here to the dam.

### Cool Ramp B: Aksaray Interchange

Car-flipping possibilities are great here: Mustafa Kemal Road (north-south) meets Fevsi Pasa Road (east-west). Fevsi passes over, and ramps link both thoroughfares. E-brake into flips, rolling down the hills, and hitting the curbs.

### Cool Ramp C: Sand Pile Defile

Sand piles are at the end of a few of the alleys. These make perfect launching points for stunt-based incidents, but avoid them if you're giving chase.

### Cool Ramp D: Hospital Grounds

The area behind the hospital is perfect for taking a vehicle out for a spin, or crash, or launch. Dash around the trees, slam through the barriers, and try some donuts on the grass.

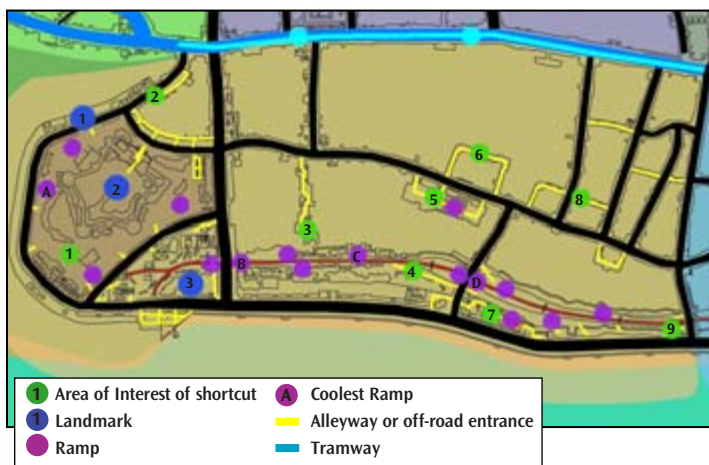
### Cool Ramp E: University Challenge

The grounds leading to the university have sloping outer grassy areas, which are perfect for launching or losing an incoming cop car. You can flip into or around several ornate buildings.



# Taking a Free Ride: Tanner's Tour of Duty

## Sector #3: Beyazit (East)



### Overview

The town's southwest area houses many of the less impressive dwellings. Indeed, on the remnants of an ancient palace, now removed, lie hundreds of poorly constructed dwellings. Standing at this area's far west end is the monumental Castle of the Seven Towers, and the train track that started at the train station near the Galata Bridge finishes its run at the rusting train yard.

### Famous Landmarks

#### Landmark #1: The Skull Collector's Abode

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes?

Northwest of the Castle of the Seven Towers is a row of rundown dwellings on Namek Kemal Street. One of these houses looks intriguing, with a bull's skull adorning the door. What kind of madman would live here? If only that door would open somehow....



#### Landmark #2: Castle of the Seven Towers

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Also known as Yedikule, this partly ruined structure is intriguing architecturally, being partly Turkish and partly Byzantine. The castle's name comes from its towers: four built into the Theodosian wall, and three more constructed inside the walls by Mehmet the Conqueror. Never used to repel invaders, this castle was used as a prison, for the storage of state treasure, and as a place of execution. Sultan Osman II was strangled here in 1622.



Tanner can enter the outdoor courtyard, but there is only one exit and thick trees impede his journey around the perimeter. It's useful to visit, and watch for it as a landmark.

#### Landmark #3: Train Yard

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

This is the last stop for much of Istanbul's more archaic train memorabilia, where carriages and engines go to decompose. The yard is dotted with structures, the largest of which is a warehouse with many containers scattered about. Who knows what's behind them? Check out the yard, but there's little point staying here unless you're on a mission.



### Other Areas and Key Shortcuts

#### Area #1: Castle Grounds

Aside from the castle interior, roam around the exterior, which offers a multitude of areas to lose a tail in and dozens of small hills to swerve up and over, as well as trees through which to negotiate.

#### Area #2: Grass Divider

These dwellings are set in from the main road of Namik Kemal Street, so you have more room than usual to maneuver. If you want to double back, this is the place.

#### Area #3: Dead-End Alley

Dead ends aren't usually shown, but this one is complex, with a number of garbage cans scattered around. It looks like it leads somewhere. Not true! It's a cul-de-sac.



#### Area #4: Embankment

This sloping ground leading from the rail bridge over the road below is a good way to enter this long off-road area, which offers an alternative method of heading east or west without resorting to busy streets.

#### Area #5: Unloading Warehouse

Note the connecting alleys between which Turkeli Road sits. The south alleys have three entrances, and to the east is a covered warehouse area with an upper staircase.

#### Area #6: Northern Turkeli Alley

The second and third alley entrances to Turkeli Road's south also line up with this U-shaped alley, allowing you to double back or lose a tail.



## Area #7: Industrial Zone

To the east of Area #6 is an industrial area, south of the train tracks and surroundings. Here, you can drive through container-strewn dilapidated buildings, and onto Kennedy Road.

## Area #8: Beyazit Zipping



The main area of Beyazit houses dozens of storefronts in a row, but a few alleys not on the map offer a route east or west if you want to stay off Turkeli Road.

## Area #9: Off-Road Training

At the this sector's southeast side is another train bridge and steeply sloping ground. It's possible to access the off-road train tracks from this area, with severe driving.

## Four Coolest Ramps

### Cool Ramp A: Seven Tower Power

Spend time in the castle's grounds, then launch from the hills in this area, landing on the perimeter roads beyond. Avoid the trees, as they stop you.

### Cool Ramp B: Training Day



Stay on the tracks and travel at speed, and before you cross the bridge while moving from east to west, try an e-brake and flip your car around the bridge. Spectacular!

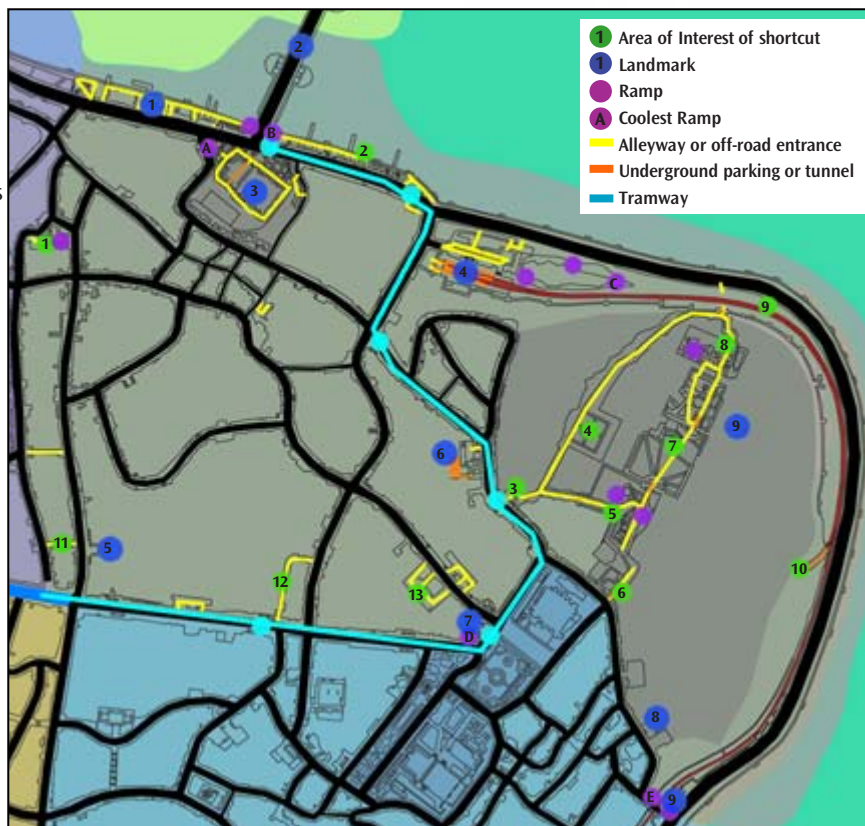
### Cool Ramp C: Stone Remnants

Halfway along this section of train track are some ruins of an earlier wall surrounding the city. Fortunately, it was built on sloping ground, which is perfect for demolishing your car!

### Cool Ramp D: Training Day #2

As with the previous area of train tracks, heading for the bridge doesn't mean crossing it. Slam into the brickwork, or flip the car into the street below.

## Sector #4: Sultanhamet and Seraglio Point



## Overview

Where the Sea of Marmara, the Strait of Bosphorus, and the Golden Horn River meet is a large wooded area known as Seraglio Point, an area of strategic importance and the grand Topkapi Palace's location. The palace is a series of interior courtyards with buildings scattered about, and was the residence of sultans and their harems for more than 400 years. The western city streets are less enticing, but the train station and the track running around the outer road are areas of interest.

## Famous Landmarks

### Landmark #1: Ahi Celebi Mosque

HIGHLY VISIBLE: NO

WALK-INS ALLOWED: NO

On the bazaar quarter's north shore, is a building whose date of construction and architect are unknown. It is named for the head doctor of the town's Fatih Darussifa (hospital) during the 16th century. The building is decaying and awaiting restoration. You can drive or walk around the exterior.



# Taking a Free Ride: Tanner's Tour of Duty

## Landmark #2: Galata Bridge

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

This giant bridge spanning the Golden Horn's length is a gargantuan feat of engineering: The center swings up as a drawbridge to let larger vessels through.



## Landmark #3: Yeni Mosque

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Recognizable as you head south along the Galata Bridge, the Yeni Mosque (or "new mosque") is a prominent landmark. The building was started in 1597 by Safiye, the mother of Sultan Mehmet III. She lost her position of good standing after her son's death, and the building was incomplete until 1663. It also housed a hospital and baths at one stage. Part of the building can be entered, and the exterior grounds can be explored.



## Landmark #4: Sirkeci Train Station

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Initially illuminated by coal-burning lamps, this station was constructed in 1890 by an architect from Germany, and was built in the 19th-century eclectic style. It is the last stop of the Vienna-Istanbul railway line. Although trains to Vienna (or indeed, anywhere else) cannot be boarded, the building can be used as a shortcut onto the tracks.



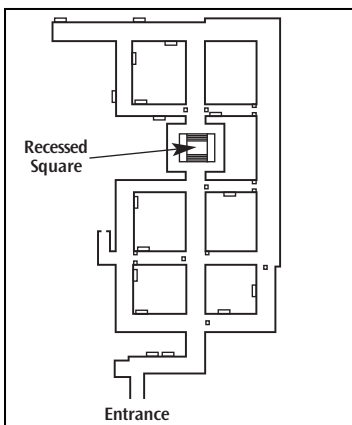
## Landmark #5: Grand Bazaar

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes



A labyrinth of interweaving passages with painted vaults, the Grand Bazaar is lined with hundreds of shops, and was established after Mehmet II took the city in 1453. Many goods are made in the bazaar itself, in secret areas known as hans. Tanner isn't here to shop, however, and there's no way out of the bazaar except to return to the exit.



## Landmark #6: Istanbul Police Station

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes\*

(\* Exterior parking lot only)

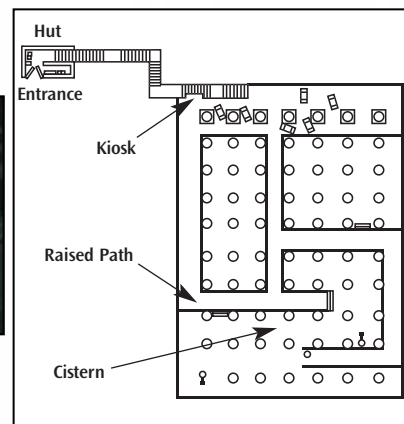
Roll under the solid barrier at the Istanbul police headquarters, and explore the forecourt (but not the interior) of the building. Also investigate the underground parking lot. Otherwise, bypass this walled building.



## Landmark #7: Subterranean Cistern

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes



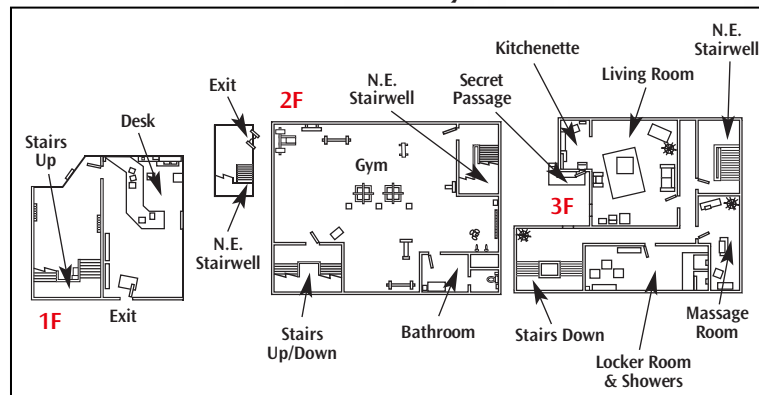
Also known as the Yerebatan Sarayı (or "palace sunk into the earth"), Istanbul's largest cistern is the only one to have been renovated and opened for exploration. Entered from a nondescript hut that looks like a restroom, the cistern was built during the reign of Constantine I in the 4th century, then enlarged by Justinian I in the 6th century.

It was little more than a fishing hole until 1987, when the cistern was pumped and 50,000 tons of water and mud were removed. The place can best be described as eerie. And it's difficult to find unless you know what to look for.



The Cistern Interior

## Landmark #8: Safe House Gym



**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes



Another area of refuge in the city, this gym offers a main-floor office and stairs that go up three floors from either a street or side entrance. The gym takes up the entire second floor. The kitchen and living room area is of most use to Tanner—there are health packs aplenty up here, as well as a secret passage in the kitchen itself. What's behind that wardrobe?



## Landmark #9: Sultanhamet Lighthouse

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Looking out into the Sea of Marmara is a lone lighthouse, little about which is known. Constructed of local stone, the building is still fully operational, and useful to orient yourself while traveling along Kennedy Road. The building cannot be entered.



## Landmark #10: Topkapi Palace

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes



First Courtyard and Haghia Eirene



Gate of Salutations



Second Courtyard and Gate of Felicity



Throne Room



Third Courtyard and Library of Ahmet III



Pavilion of Circumcision



Baghdad Pavilion



Topkapi Palace

The Topkapi Palace is the largest series of buildings in the city, and offers a first courtyard (with refreshment stands and the 6th-century Haghia Eirene, a church that hasn't been turned into a mosque), and to the northeast, a two-towered entrance to the palace itself, known as the Gate of Salutations. Inside the second courtyard is a divan where the imperial council convened, and further northeast still is the Gate of Felicity (also known as the Gate of the White Eunuchs) leading to the throne room and third courtyard.

The third courtyard has a white central building, the library of Ahmet III (erected in 1719), and two passages that lead to the fourth and final courtyard, a series of gardens interspersed with pavilions. On the western side is the Pavilion of Circumcision and the Baghdad Pavilion (constructed in 1639 by Murat IV after he successfully captured that city). The palace itself, not available for entry, is located to the west of this courtyard, overlooking a formal garden.

## Other Areas and Key Shortcuts

### Area #1: Warehouse Welcome

When you find this crumbling warehouse amid the ruins of this rundown area, drive through the facility, not around it, to save time and add some stunt-based fun—if you're going fast enough.

### Area #2: Kennedy Road North

Check the map and you'll see that Kennedy Road runs the entire perimeter of this sector. Check out the docks in the north area—a perfect place to moor a boat without getting wet.



### Area #3: Topkapi Palace Grounds West Entrance

Topkapi Palace is so enormous that there are a number of points of interest to locate. The western entrance is located here, leading to a small entrance area, then a linking path.

### Area #4: Topkapi Palace Grounds Formal Garden

Follow the path to the north, ignoring the turn to the right (it leads to the main courtyards), and you enter a formal garden under the main palace area. There's an exit north, winding eventually to the train tracks.

# Taking a Free Ride: Tanner's Tour of Duty

## Area #5: Topkapi Palace Grounds Western Path

Just north of the church is the area of road coming in from the west that branches out into the southern courtyard. From here, you can head north into the palace grounds, or south past the church, and exit.

## Area #6: Topkapi Palace Grounds South Entrance

The second of the two entrances on Ebusset Street allows access to the palace grounds via the south entrance. When you enter, the church is on your left, and the two paths merge.

## Area #7: Topkapi Palace Grounds

Access the grounds from the south through a single archway, and to the north through one of two openings after negotiating the northern courtyard.

## Area #8: Topkapi Palace Grounds North Entrance

Enter from the train tracks (north of this point), or circle around from the formal gardens of Area #4 to the north entrance, leading to the north courtyards.

## Area #9: Chain Link Fence Gap

Although easy to miss, this gap in the fence next to Kennedy Road is important because it allows you to access the train tracks and then the archway through the walls to the northern part of the palace. Miss this and you'll have a long drive to the next opening.



## Area #10: Train Tunnel of Doom

From the station area are two tracks. One splits away to head southwest; the other continues south. Ignore the tunnel. It has collapsed.

## Area #11: Grand Bazaar Entrance

Enter or leave the entrance to the Grand Bazaar by going into the alley on the opposite side of Yaglicilar Road, heading east or west.



## Area #12: L-Shaped Alley

This alley is a great alternate route if the police are hot on your trail. Lose them in the tight confines, and don't worry about traffic. Watch the tram wall as you exit to the south, though.

## Area #13: Boxed In

These alleys offer limited additional space, but as with many of the alleys in Istanbul, are used by cunning wheelmen to double back without causing havoc on the roads.

## Five Coolest Ramps

### Cool Ramp A: Yeni Mosque Madness

The gardens outside Yeni Mosque aren't the steepest of areas, but there's still a bump or two to try out. When you're done, try driving up the steps into the mosque for more stunt action.

### Cool Ramp B: Galata Laughs

The south side of the Galata Bridge is like the other edges of the bridges in this city, with a few pedestrian steps to use as a launching point.

### Cool Ramp C: Train Track Ravine

The steep hill to the north as you emerge from the train station has numerous undulations that are perfect to launch from. You can even drive up the steep sides with enough power.



### Cool Ramp D: Cistern Screeching

The small park with the raised garden beds has a pile of sand on the upper area. Approach heading northeast and you fly over this area, near the cistern entrance.

### Cool Ramp E: Bridging the Gap

Many of the bridges you cross if you're using the train tracks offer exits to the road—usually steep and troublesome to maneuver through, unless you want to flip your vehicle.

## Sector #5: Sultanhamet



- 1 Area of Interest of shortcut
- 1 Landmark
- 1 Ramp
- A Coolest Ramp
- 1 Alleyway or off-road entrance
- 1 Underground parking or tunnel
- 1 Tramway



## Overview

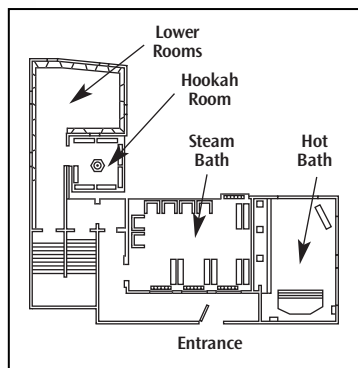
Most famous for the two gigantic monuments facing each other in the Sultanahmet Square, this area derives its name from Sultan Ahmet I, the Blue Mosque's builder. Northwest of that is a thin sliver of land known as the Hippodrome, which has some remnants of a chariot-racing stadium constructed in A.D. 200, now home to various small monuments. Southeast of these large expanses are alley houses and numerous winding roads to the sea. Don't forget the cistern. It's the most impressive landmark you can't actually see from the ground!

## Famous Landmarks

### Landmark #1: Turkish Baths

HIGHLY VISIBLE: No

WALK-INS ALLOWED: Yes



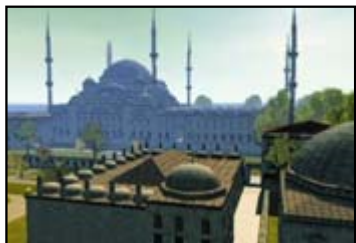
Cleansing in the "hamam," the traditional bath, is a custom dating back from before Roman times, and is seen as part of everyday life, especially for some of the more religious members of Turkish society. The baths are a social activity, and offer changing rooms as well as a downstairs hookah room, where a mixture of relaxing herbs are inhaled through a large pipe.

### Landmark #2: Blue Mosque

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Known as the Blue Mosque because of the predominantly blue Iznik tiling on and in the building, this is one of the most famous sites in the world, especially when lit up during the evening and night. It was commissioned by Sultan Ahmet I and built between 1609 and 1616, and was seen as sacrilegious by some contemporaries of the sultan because the six minarets mimicked those of Mecca. Part of the building and all of the grounds can be entered.



### Landmark #3: Hagia Sophia

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: No

Known as one of the greatest architectural achievements of all time, Hagia Sophia (translates to "church of wisdom most holy") is more impressive when you realize



it was constructed in the 6th century during the Byzantium era. It was used as the capital, inaugurated by Emperor Justinian in 537. It was converted to a mosque by the Ottomans in the 15th century (the minarets and other domes are from this period).

The interior of the building cannot be entered, but tour the large cobbled forecourt, side graveyard, and the building's rear.

## Other Areas and Key Shortcuts

### Area #1: Steps to Stunt Stardom

A shortcut between Piyeriotte Street and Limani Road, these steps lead to the mansion building at the top. Memorize this quick shortcut, and use it in a bind.

### Area #2: Rundown Courtyard

This grassy area with a soccer field is surrounded by tenement blocks. If you're being chased in this region, lose your pursuer in here.



### Area #3: Fountain of Kaiser Wilhelm III

This area, known as the Hippodrome, has a domed fountain and an Egyptian obelisk, and is a great shortcut. It was the focus of the city for more than 1,000 years.

### Area #4: Gardens of the Blue Mosque

At the foot of this colossal building are the formal gardens of the mosque. Enter the entrance archways from here, and use the sloping ground for stunts.

### Area #5: Alley Advancing

Most of this area's streets lack alleys and open areas, so this zone, with three interlocking alleys, is useful to lose an annoying cop or two.

### Area #6: On the Right Track

As the train tracks continue to wrap around the southeast area of the city, enter this area from the bridge at each end, or through the gap in the south wall near Kennedy Road. There's stunt potential aplenty here!

## Five Coolest Ramps

### Cool Ramp A: Strange Metal Dome

This odd metal structure over the road from the Turkish baths has a couple of nasty little hills to throw your car over. Check the derelict buildings one block north for more ramps.



# Taking a Free Ride: Tanner's Tour of Duty

## Cool Ramp B: Mosque Garden Slopes #1

Severe drops run around the southeast and south perimeter of the Blue Mosque. Charging off or up them can result in outstanding car mangling!

## Cool Ramp C: Mosque Garden Slopes #2

Cool Ramp B allowed you to fly off in all directions, but this area has more space for a greater speed in your approach. Hit this right to fly over the outer mosque walls.



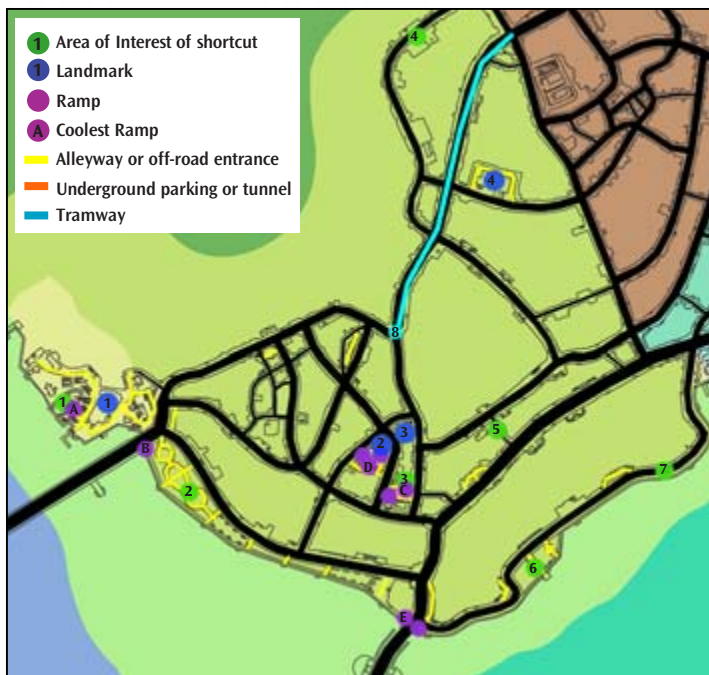
## Cool Ramp D: Training Day

As with the rest of the train track, the most impressive drops occur along the north side, near the remnants of the old wall. Fly off these plateaus!

## Cool Ramp E: Bridge Flyover

Yet another opportunity to turn your vehicle into scrap metal: Point it at the gap near the train flyover bridge, and throw yourself into a twirling spin as you crash off the side of the raised track area.

## Sector #6: City of the Galata Tower



## Overview

This entire northern area is known as Beyoglu, and was originally a steep hill, home-like to the city's foreigners, the first settlers being from Genoa. They were awarded the Galata area of town after helping to oust the Romans in 1261, and duly constructed this area's standout landmark, the Galata Tower. The steep streets still make driving hazardous at speed, and the old road system can make finding your location tricky, but there's still a wealth of side streets and musty buildings left to explore.

## Famous Landmarks

### Landmark #1: Docks

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Used for centuries, the port near the Galata Tower is primarily used for storing large shipping and freight containers before they are picked up and distributed throughout the country. Access is via the eastern entrance, or by water. A path inside the docks leads throughout the area. Watch the containers—one might be unlocked. Check that small raised hut near the dry dock, too.



### Landmark #2: Galata Tower

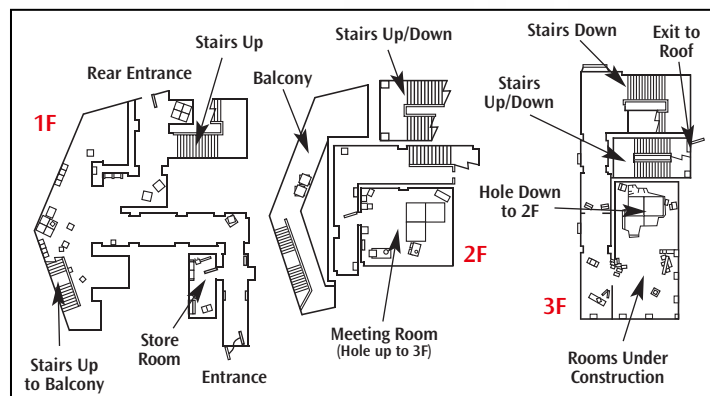
HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: NO

Towering above the skyline is the carved, high round tower of Galata, finished with a cone-shaped roof. It was built in 1348 by the Genoese as a battlement, and used until the advent of tourism as a lookout tower. The grounds of the tower, the steep steps, and the nearby arcade can be visited, but the tower itself is the main landmark. It can be spotted from either bridge heading north.



### Landmark #3: Galata Warehouse





**HIGHLY  
VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

The Galata warehouse is a large complex with two main entrances (one in the northeast corner descending steps, the other opposite the tower on the west side). Inside are steps and a balcony leading to a second floor, with a half-finished office and steps up to the roof. Watch your step on the roof—don't fall off! You can move across the roof and go down to a half-constructed parking tower to the south, which takes you back to street level.



## Landmark #4: Galata Area Parking Lot

**HIGHLY VISIBLE:** NO

**WALK-INS ALLOWED:** Yes

To the north of the tower, in the maze of city streets, is a dilapidated parking structure with three floors. In terrible repair, the structure serves little use except for locating a new vehicle to drive and launching your car from the top floor into the road below for an impressive crash.



## Other Areas and Key Shortcuts

### Area #1: Boat Launch Dive

In the middle of the docks is an old dry dock and boat launch, where repairs to vessels are made. Steps get you out, and there's a bridge over this large oval hole.

### Area #2: Tersane Gardens

The gardens south of Tersane Road make a perfect shortcut—remember your tire's grip isn't the best on turf.

### Area #3: Warehouse Construction

Just south of the warehouse is a parking structure under construction. The ground is precarious, but you can reach the small homes to the west of the area. If you enter the warehouse, climb down to the parking lot from the roof.

### Area #4: Off the Beaten Path

This rarely-visited area has a section of dirt ground with two soccer nets, and various curb lips to watch out for unless you want your car to flip.

### Area #5: Quick Shortcut

Sometimes the routes along this area don't have alleys, so watch for an area such as this if you want to head to the next street rather than drive to the next main intersection.



### Area #6: Jetty Parking

There aren't many areas specifically for boats to moor, but this is one of them. You can also approach this area from the land, and launch your vehicle into the water or through the fences in the park.

### Area #7: Outer Road Antics

This outer avenue, the Kemankes Road, has a nasty corner northeast of this point. Avoid the lampposts and lights, or you stop.

## Five Coolest Ramps

### Cool Ramp A: Dock Launch

Instead of driving off the pathway, use it to steady your vehicle and straighten as you accelerate northwest, toward the dry dock, then launch over the dock!

### Cool Ramp B: Stepped Slamming

On the north side of the Ataturk Bridge, attempt a similar launching technique up the steps. Time it correctly and with the right vehicle, and you can almost fly to the docks to the northwest!

### Cool Ramp C: Building Site Flight

Inside the parking structure south of the warehouse, try your hand at driving up the wooden plank. Your speed isn't great, but the landing fills the air with debris!

### Cool Ramp D: Galata Tower

Although the actual tower is out of bounds, the steps and terraces in the immediate vicinity most certainly are not, making this one of the few areas full of stunt potential.

### Cool Ramp E: Galata Bridge Too Far

The north end of the Galata Bridge allows the familiar stunt antics of driving at unsafe speeds at the pedestrian steps at the end of the bridge, and watching your vehicle fall apart.



# Taking a Free Ride: Tanner's Tour of Duty

## Sector #7: Beyoglu West

### Overview

After the 16th century, Beyoglu was home to the great European powers, who constructed large embassies in this area to secure more territories. For this particular zone, however, time has marched on, and the area of town is filled with dilapidated buildings from the past two centuries, as well as an antiquated (but still serviceable) tram system.

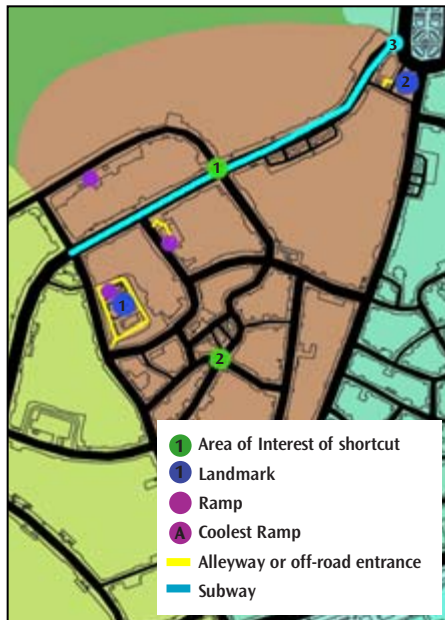
### Famous Landmarks

#### Landmark #1: Industrial Park

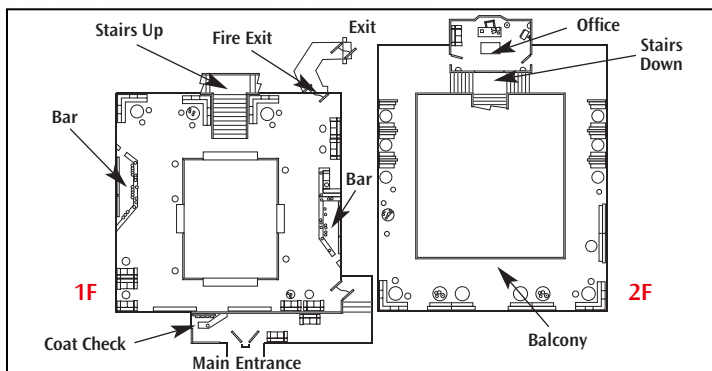
HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

The industrial park is the only landmark in the immediate vicinity; the rest of the city comprises gloomy decaying tenements and crumbling family dwellings. This small tarmac-covered park offers three buildings, and the one in the middle has an unlockable garage.



#### Landmark #2: Sopa Inca



HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes

Younger members of society head for the Sopa Inca, a large two-level nightclub near the famous Taksim Gardens. Enter via the double doors at the north side of the building, or use the fire exit at the southwest corner in a dirt alley. Inside, you find a



dance floor, bars, an upper balcony, and an office up the stairs on the far end. Rumor has it that one of the new managers is waiting for you there.

### Other Areas and Key Shortcuts

#### Area #1: See You at the Crossroads

The roads in this area are large enough to accommodate advanced skidding moves. Keep a constant check on your map; the wide and unfamiliar roads are easy to get lost in.

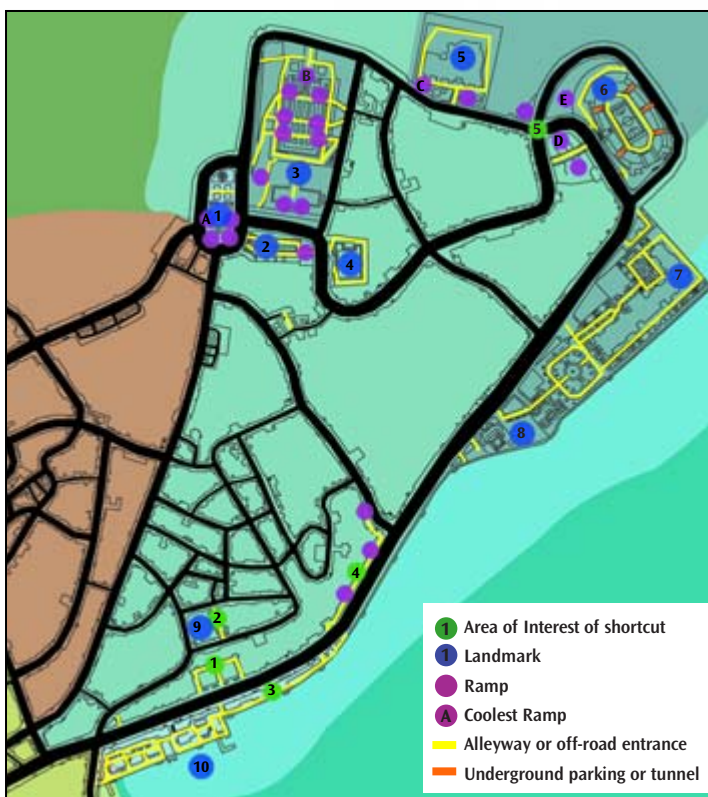
#### Area #2: Confusing Crossroads

The junction here compares unfavorably with the previous area of interest. In the middle of this dense set of alleys, corners are sharper, and confusion reigns unless you keep checking that map!

#### Area #3: Tramway Streets

Beyoglu also has a tramway, and this one starts at the northeast corner of the map, near the Taksim Gardens of Sector #8. Follow the tram southwest to one block north of the Galala Tower.

## Sector #8: Sisli and Beyoglu East





## Overview

The city's commercial quarter, the Beyoglu district, hasn't changed in character for hundreds of years. It's still a thriving commercial zone. The northeast part of town has less in the way of the slum-like alleys, and larger open areas to explore, such as the Taksim Gardens to the north, and the Dolmabahce Palace to the east.

## Famous Landmarks

### Landmark #1: Taksim Park (West)

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

Like the larger eastern park, the western Taksim park is a place to cut a corner, or try a spot of controlled skidding.

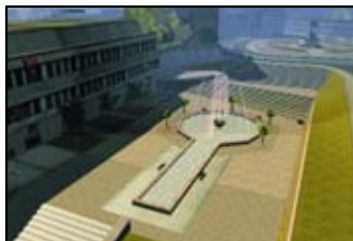


### Landmark #2: Fountain

**HIGHLY VISIBLE:** No

**WALK-INS ALLOWED:** Yes

The fountain area is another spectacular monument in this part of town, and it's placed on a stepped area leading down from the northwest to the southeast. Use it as a shortcut, or to try out death-defying stunt moves.



### Landmark #3: Taksim Park (East)

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

Taksim Square, "the center of water distribution," has formal gardens that are the activity hub in this modern part of Istanbul. The water distribution comes from the Belgrade forest, and has irrigated the city since the early 18th century. Use the park as your personal stunt playground, or drive slower and use it as a shortcut.



### Landmark #4: Ataturk Kultur Merkezi

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

This building of culture is used by the government, and overlooks the beautiful Taksim Park. You can drive around the rear of this building to double back or lose a tail; otherwise, this structure is sealed.



### Landmark #5: Suzer Plaza

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** No

Suzer Plaza offers Istanbul's residents western goods, and is centuries removed from the Grand Bazaar. It isn't open, but the front grounds make excellent stunt ramps, and the building's rear has enough room to turn around, deal with a pursuer, and escape. Use the gargantuan tower, the tallest structure in the city, to pinpoint your location.



### Landmark #6: Inonu Stadium

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes

A massive soccer stadium constructed with a running track around the field's perimeter, this is the largest venue in the city that isn't religious or academic. If you step out of your car and open one of the stadium doors, you can enter the field, kick balls (fire at them to move them), and drive through any of the other exits. This is a great focal point.



### Landmark #7: Dolmabahce Palace

**HIGHLY VISIBLE:** Yes

**WALK-INS ALLOWED:** Yes\*  
(\* Gardens only)

Built by Sultan Abdul Mecit in 1856, this palace is as gigantic as it is ornate, despite being constructed during the decline of the Ottoman Empire. The palace is a breathtaking area to drive in, because you have full access to the formal gardens. Everything except the urns can be hit, the fountain to the northeast and southwest can be hit and launched from, and the entire area offers less traction and more almost-controlled antics! Also use this to check your location.



### Landmark #8: Nusretiye Mosque

**Highly visible:** Yes

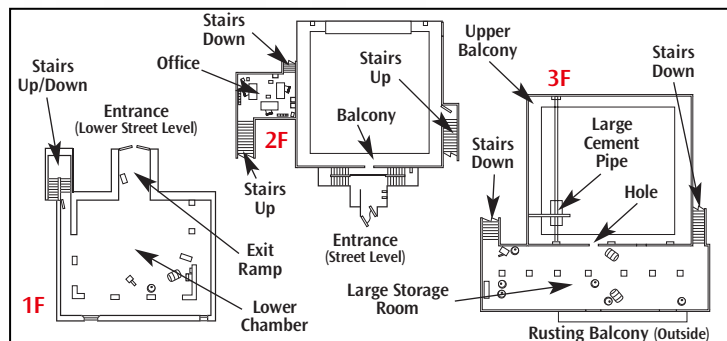
**Walk-ins allowed:** No

Also known as the Mosque of Victory, this was constructed by Kirkor Balyan, patriarch of a succession of architects, and offers a grand marble entrance. Commissioned by Malmut II in 1826, it was designed to face the ruler's barracks across the Bosphorus. Today, the call to prayer can still be heard when passing this place. There's ample parking, and you can get to the palace. It serves to pinpoint your location.



# Taking a Free Ride: Tanner's Tour of Duty

## Landmark #9: Warehouse



HIGHLY VISIBLE: NO

WALK-INS ALLOWED: Yes

Down a thin, nondescript alley is one of the Turkish gangland's premiere hiding places—a decaying old warehouse that's the perfect place for hiding contraband. It has two entrances, one to the east (a pair of double doors) and the other to the east (a vehicle ramp). The ramp leads down to a chamber on the basement floor, with two stories of balconies above, and steps up to a connecting office and large storeroom. Watch out for the large concrete pipe at the top of the structure! Fire at the chain holding this, and it falls to the basement below.



## Landmark #10: Bosphorus Bay Docks

HIGHLY VISIBLE: Yes

WALK-INS ALLOWED: Yes\*

(\* Exterior and some rooftops only)

The final landmarks on this tour of the city are the old docks, currently still in operation as containers are unloaded from ships sailing across the eastern Mediterranean. Two giant cranes haul this cargo on-shore, and the docks are an elongated maze of warehouse buildings, low industrial zoned use, and other structures slowly rusting in the sea breeze. The area is used for cop avoidance, or docking if landing on-shore via boat.



## Other Areas and Key Shortcuts

### Area #1: Southern Building Back Alley

The large office blocks that creep into the old town area overlooking the Bosphorus have their own alleys behind them. This is a good area to switch directions or lose a tail.

### Area #2: Tight Squeeze

One of the most narrow entrances, this sloping alley runs downhill from north to south, and features a warehouse to explore on one side. That entrance is difficult to spot; don't miss it!

## Area #3: Shoreline Shifting

Tear through your gears while taking in the Bosphorus Bay, take a trip around the gas station's side, and head southwest, on the other side of the giant tenement blocks and hotels.



## Area #4: Taking Steps

Peel away from Negatibey Road, and drive (slowly) up onto the stone balcony. Steps are at each end when you want to exit. Use bikes here.

## Area #5: The Corner of Kadagalar and Inonu

This four-way intersection allows access around the stadium, an uphill ride to the gardens, or a winding route to the nightclub. You can also plow through here at speed on your way to a car-flipping bonanza!



## Five Coolest Ramps

### Cool Ramp A: Formal Garden Frenzy #1

In the western gardens, take a hit over the flower beds after tooling around the larger eastern gardens. This is a good place to finish a stunt routine you're directing.

### Cool Ramp B: Formal Garden Frenzy #2

The sloping four sides, steps, and undulations all over this area make the eastern gardens a veritable playground for car-flipping. Launching up the steps is a great first...step.



### Cool Ramp C: Suzer Plaza Stunts

On your way to the stadium, there are some great opportunities to roll your vehicle on the sloping ground to the entrance of the plaza.

### Cool Ramp D: Stepped Path Shenanigans

The path down to the stadium has some vicious bumps. We defy you to accelerate into here and come out unscathed! Visit the stadium entrances, too. There are smaller ramps as you enter the field.



### Cool Ramp E: Dirt Ground Grinding

North of the stepped ground is a dirt slope to test your car's suspension. You can't drive through the fencing here, or the one overlooking the northwest parking lot for the stadium.



## Drivethrough Missions: Miami

### Mission #1: Police Headquarters

**Mission Start:**  
Tanner's apartment (off Alton Road, South Beach)

**Mission Finish:**  
Police station (Washington Avenue, downtown South Beach)

### Script



**INT. TANNER'S APARTMENT—DAY**

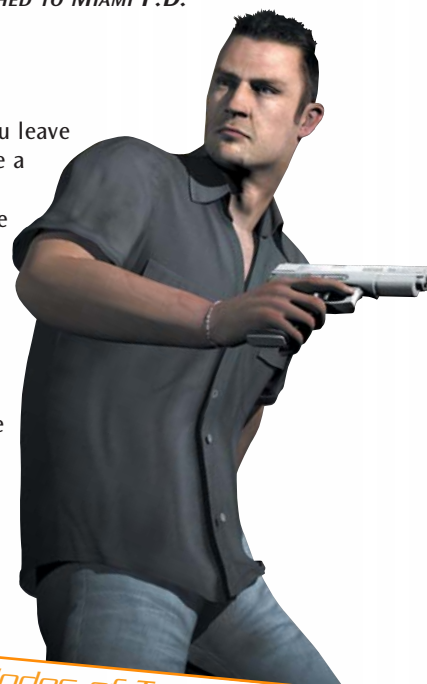
TANNER WALKS INTO A ROOM (AS JONES NARRATES), TAKES HIS GUN OUT OF CABINET, CLEANS IT, THEN, AS THE V.O. FINISHES, LEAVES.

**JONES (V.O.)—TANNER:** FBI ATTACHED TO MIAMI P.D. HIS PSYCHO FILE SHOWS OBSESSIVE CONTROL, RUTHLESSNESS, EMOTIONAL DETACHMENT, AND AN ABSOLUTE INDIFFERENCE TO CRITICISM.

**SUBTITLES—TANNER:** FBI ATTACHED TO MIAMI P.D.

### Overview

As the sun rises over Miami, you leave your beachside apartment, take a vehicle, and head to the police station for a quick but intensive training session in the Miami P.D.'s special urban operations. Before you reach the station, you can test out vehicle handling and other techniques introduced in the training section of this guide. Inside the police station, numerous targets confront you. Shoot them, perfecting your aim.



### Weapons Detail:

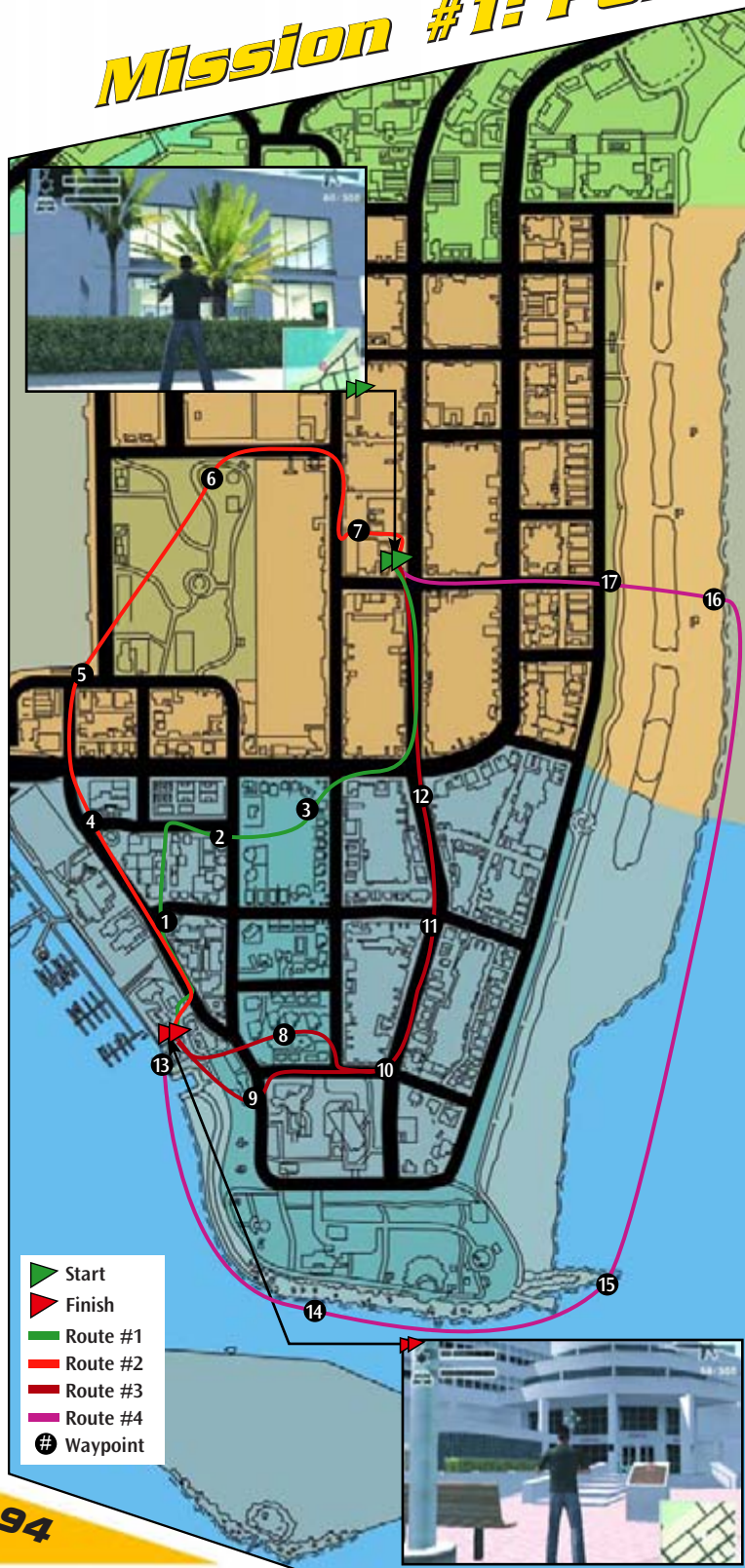
HI-POWER AUTO 9MM

### Modes of Transportation:

DART RETALIATOR (TANNER'S GARAGE)  
CIGARETTE 38 TOP GUN (TANNER'S WHARF)

### Objectives:

1. EXIT APARTMENT AND LOCATE VEHICLE.
2. GET TO POLICE STATION WITH MINIMAL ACCIDENTS.
3. PRACTICE SHARPSHOOTING AT POLICE TRAINING AREA.

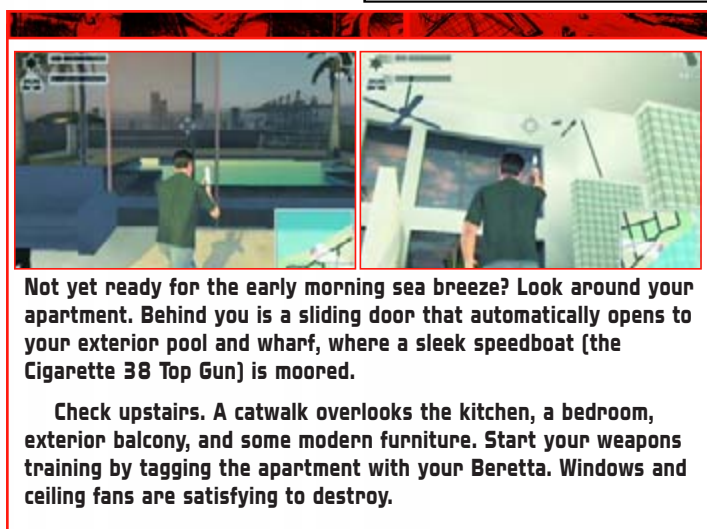
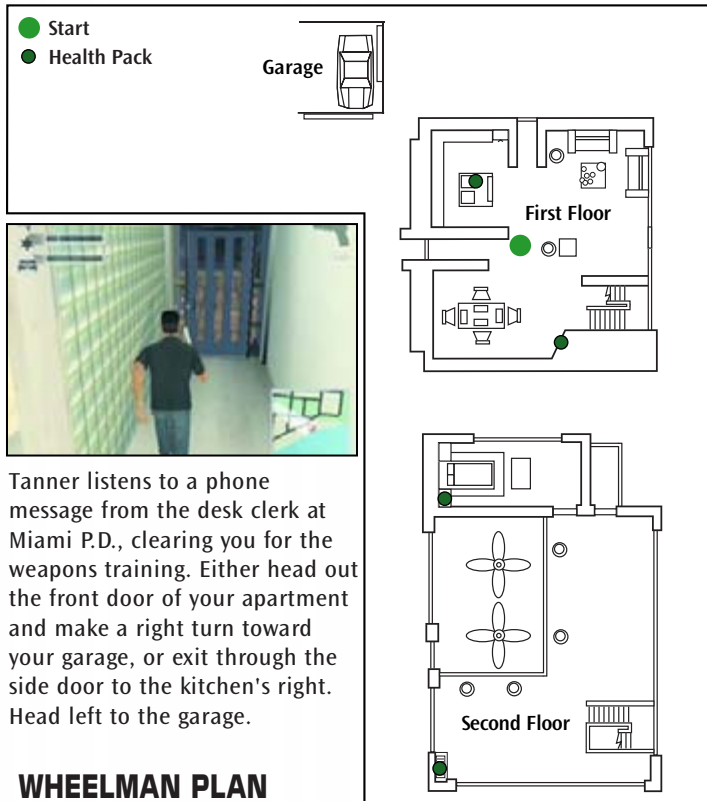




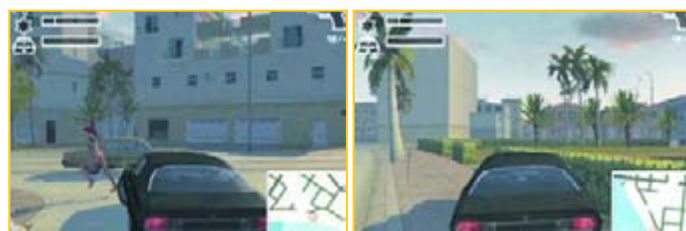
# Miami Mission #1: Police Headquarters

## Part 1: Cop Shop Drop-In

### PATH VARIATION #1

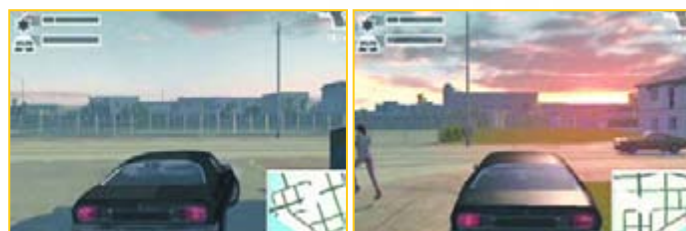


At the garage, the door rises, revealing a piece of classic '70s Americana—the Dart Retaliator. Climb in from either side, gun the engine, and exit your abode. You have a choice of routes to the police station, and it doesn't matter which one you take. Below are four preferred ways to reach Miami P.D.



To take the most direct path, peel out of your driveway heading left, skid right to your housing development's exit, then left onto Alton Road, heading north. Watch out for vehicles at this junction. Accelerate northward.

Veer to the right, still heading north. Pass a lamppost and a palm tree on your right, then drive onto the grass and through the hedges (Waypoint #1), cutting the corner. Stay left of the clump of trees. Point your car toward the alley.



Drive over the east-west road and floor the accelerator. Zoom up the alley and smash through the gate (it's breakable) halfway up. At the alley's end, you see another east-west road. E-brake right, and don't plow into the sturdy metal fence.

Speed eastward for a couple of seconds. When you spot the junction ahead, you also see a half-built house and a sandy building site. Swerve right and left, continuing east but plowing up and onto the grassy area to the right of the fence at the building site.



For the best time, maneuver your motor onto the lawns on the previous street's right side (Waypoint #2) before crossing the road. On the grass, swerve left around the wooden fence, and point your car northeast, zipping between a few palm trees and the corners of two houses.

Launch over a slight bump (Waypoint #3), passing between a tree on the left and a traffic-light pole on the right. Screech through the intersection and land on the road. As you pass the tree, tweak your steering wheel right so you're heading east.



A block later, e-brake left while avoiding any parked cars, and slide across the grassy road divider and onto the right side of Washington Avenue. Accelerate past the Vivid Club on your right.



One long block later, you're at the police station. The red arrow indicates your parking spot. The police station is in the next intersection's northwest corner. That journey took about 45 seconds!



### PATH VARIATION #2



This route takes longer, but it allows you to reach the police station from the north instead of the south. Head left, then left again onto Alton Road as you did before. Instead of skidding through the grass and hedge, stay on Alton.



Follow Alton Road, staying on the right sidewalk to shave your time. Zip over the parking lot after the second main intersection (Waypoint #4, Highway 41 and Miami Beach Drive). As the road straightens out to the north, continuously accelerate.



At the T-junction, don't ram your vehicle into the guardrail overlooking the water or use the e-brake. Instead, practice getting a racing line across the east-west road, and over the left tarmac corner (Waypoint #5). You can do this without slowing.

Ignore the pedestrians and other vehicles, and power onto the continuation of Alton Road, through the central hedge and across and between lampposts and trees. Head northeast, driving onto a parking lot, then into the park, ignoring all the rules of the road.

Once on the park grass, head in a straight line as shown on the main map. Avoid palm trees by shifting left and right. Your only concern is a large circular wading pool in the northeast corner (Waypoint #6). Ram this and you're sunk. Literally.



Look for the small restroom hut and keep to the left of it, skidding around it and onto the road north of the park. You are heading east now, at great speed. Your tires grip better now that you're on tarmac.

Check your radar. You're north of your target. Swing out to the left, then skid right at the T-junction, heading south down Jefferson Avenue. After you're southbound, keep an eye out for the long hedge and low concrete wall to your left after half a block of travel.

There's an entrance on the left, about two-thirds of the way down the road. Skid through it to face the Miami Beach City Hall. The police station's rear is on your right. Gun it, and accelerate through the right side of the hedge attached to the city hall entrance (Waypoint #7).



Pass between city hall on your left and the white concrete wall of the police station on the right. As you reach Washington Street, slide right, keeping your car on the sidewalk until you stop (or ram) the police station steps. You're here in around one minute.



### PATH VARIATION #3

The third route requires the least amount of turning, and the most amount of acceleration. Instead of heading left out of your garage, spin your Retaliator to the right, around the palm tree, and exit your apartment area down the small hill, avoiding the sturdy metal fence. Don't ram the two concrete posts, either; they're sturdier than your ride.

Accelerate around the long concrete building, either over the sand and around the left side, or across the parking lot and around the right side, between the end of the building near the large bush. Let's cover the left route first.





# Miami Mission #1: Police Headquarters



Pitch forward, across Alton Road, staying to the lamppost base's left, and head onto the grassy area containing the large clump of bushes. Aim between the left side of the bushes and the nearby house's right side (Waypoint #8). Hit the house or the bushes, and you come to a nasty halt.



Past the bushes, swerve through a chain-link fence. It disintegrates, allowing you to cut across and onto Jefferson Avenue's southern part. You're almost at a T-junction. Make a sharp left turn here, onto the road heading east.

Go to the right around the long concrete building and cut across Alton Road (Waypoint #9), swerving left to avoid the lamppost. Cut across the far right corner and onto the road heading east. Continue along here and pass the junction with Jefferson Avenue.



Now that the two subpaths are joined, turn onto Washington Avenue's southern end (Waypoint #10) and trek northward. Tap the brake to avoid wrapping yourself around the central lamppost—pass to the left of it.

Begin a three-block sprint to the police station. If you stay on the right side of the street, you get there. If you're impatient, cut across the street's left side at the first intersection, driving between the wall and lamppost (Waypoint #11).



At the second intersection, you can keep to the far right and use the small park and parking lot to dodge around slowpoke drivers (Waypoint #12). At the third junction, you spot the police station on your left. Park or ram the steps at full speed to finish. Either route takes around 50 seconds.



## PATH VARIATION #4



Can't stand cross-town traffic? Take your Cigarette 38 Top Gun! This isn't the quickest way to the cop shop, but it does allow you to perfect your aquatic piloting and view the spectacular Miami sunrise. Step out of your apartment, and go past the pool and down to the wharf (Waypoint #13).



Start the boat, bank it to the left, and head around the southern tip of South Pointe Park (Waypoint #14), between that area and Fisher Island on your right. Hug the coastline, but don't stray far inland. You can run aground on the shallow beach, ruining your fun.



As you head east, keep an eye on your boat's left side. Pointe Park's southern area is full of jagged rocks. Continue around and head out to sea to avoid the jutting spike of rocks (Waypoint #15). Swing left and head north.

But isn't the police station in the middle of dry land? Certainly, and this means ditching your speedboat. Follow the coastline up until the radar from the police station is parallel to your position. Run your boat onto the beach (Waypoint #16).



Step out and run west across the beach, toward a road that takes you to the police station. Look for the Starlite Hotel on the left and the Boulevard Hotel to the right. Hop over a low wall.

The hotels face the water on the aptly named Ocean Drive. Appropriate a civilian vehicle, either parked on Ocean Drive (Waypoint #17) or moving on the road. Hop in and head west down this road. The police station is two blocks ahead, right at the next set of crossroads. This takes three minutes.





You can mix up any of the routes, ignore shortcuts or invent your own, or just cruise around for a while. If you're crazy enough, you can even jog to the police station.

**TIP**

Employ your ingame map and radar to pinpoint the police station. Visual landmarks include the jutting city hall tower, right next door to the cop shop. A block south along Washington is the Vivid Club and its towering three-pronged sculpture. Look for these to get your bearings.

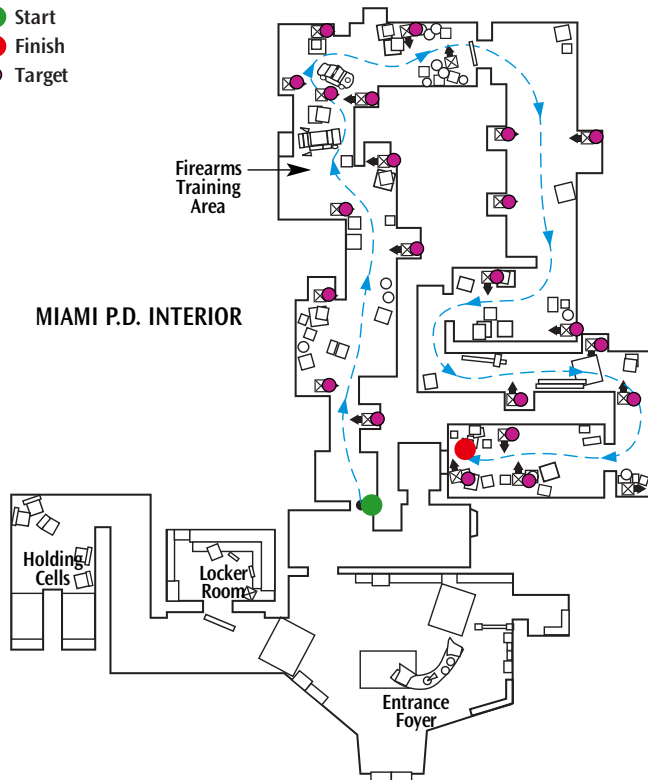


**TIP**

## Part 2: Miami Advice

- Start
- Finish
- Target

### MIAMI P.D. INTERIOR



When you arrive, get out of your car and push open the right door at the main police station entrance. The rest of this mission is completed on foot. Walk through the door and greet the desk clerk. He's prepared an urban environment for you to wander through.



Trigger-happiness is frowned upon by the Miami P.D. You can draw your weapon—in fact, Miami's finest are wearing new vests that allow you to "accidentally" tag them a couple of times with your Beretta. But dispatch an officer or aim for the head, and you go down in a hail of bullets, failing your mission.



**CAUTION**

Check the map in this guide for a complete layout of the police station. Head left and down the stairs to view the holding cells. After the ramp to the cells, peer into the locker room. A couple of items in here are worth remembering.



Inspect the two cardboard cutouts. One is a long-haired gun-toting madman (in red); the other a fearful bespectacled innocent with his hands up (in blue). These are the two types of target inside the training area. The plan is simple: Shoot the red guys. Don't shoot the blue ones.

Draw your weapon and follow both signs for the "Firearms Training Area." When the target reticule appears, follow the route shown on the map through the environment. You're scored at the end.

You have 12 criminals to fire at and 12 innocents to avoid. Each time you enter the range, the criminals and innocents are randomly distributed. They appear for two seconds, then retreat behind cover.

You're scored on three criteria: First, how long it takes you to complete the course (the less time the better); second, the number of criminals you hit (minus three seconds per perp); and third, the number of civilians you hit (plus five seconds per innocent). Aim for a low score. The exact score doesn't affect your progress, but the experience helps you in later battles.



When you enter the firing range, a timer starts. Run through the course. The criminals and innocents are randomly distributed. Don't shoot the blue civilians! The first target pops out of the right wall. The second appears behind the end of the left wall.

## Miami Mission #1: Police Headquarters



Target #3 is behind the left crates. Target #4 is in the alcove in the right wall.

Target #5 is near some boxes on the ground, appearing from the left wall. Target #6 is in the alcove at the right end of the wall, before the first car.

Targets #6 through #10 are in this corner section. One is behind the crates between the cars. One pops out from the right wall. One hides behind the left alcove in the left wall corner. Another is behind the boxes at the back, behind and left of the police car.



Shoot the final two targets (#11 and #12) before turning right and exiting the first area. One appears behind the left set of crates, and the other a little farther on, behind the right crates. Head through the door and turn right.



This long thin corridor has three targets (#13–#15), alternating left, right, left. Each comes out of a wall alcove. Run to the corridor's end and tag target #16 peeking out from behind the crates.



Turn right, and prepare for a target to appear from behind the right set of crates. Step through the doorway, turn left, then left again to another long thin corridor.

Like the previous corridor, this one has three targets (#18–#20). Each pops from a wall alcove—left, right, and left again. Dash to the end of the corridor, and make a right.

Target #21 is behind the crates before the right-side doorway. Tag it, turn right, and prepare for the final three targets. Each is behind a set of crates, popping up from the left, right, and left. Your target practice is over.



To shave your time, keep count of how many criminals you've tagged so you know how many you have left to take out and can quicken your pace. Study the map to learn the route so you aren't surprised by targets popping out.

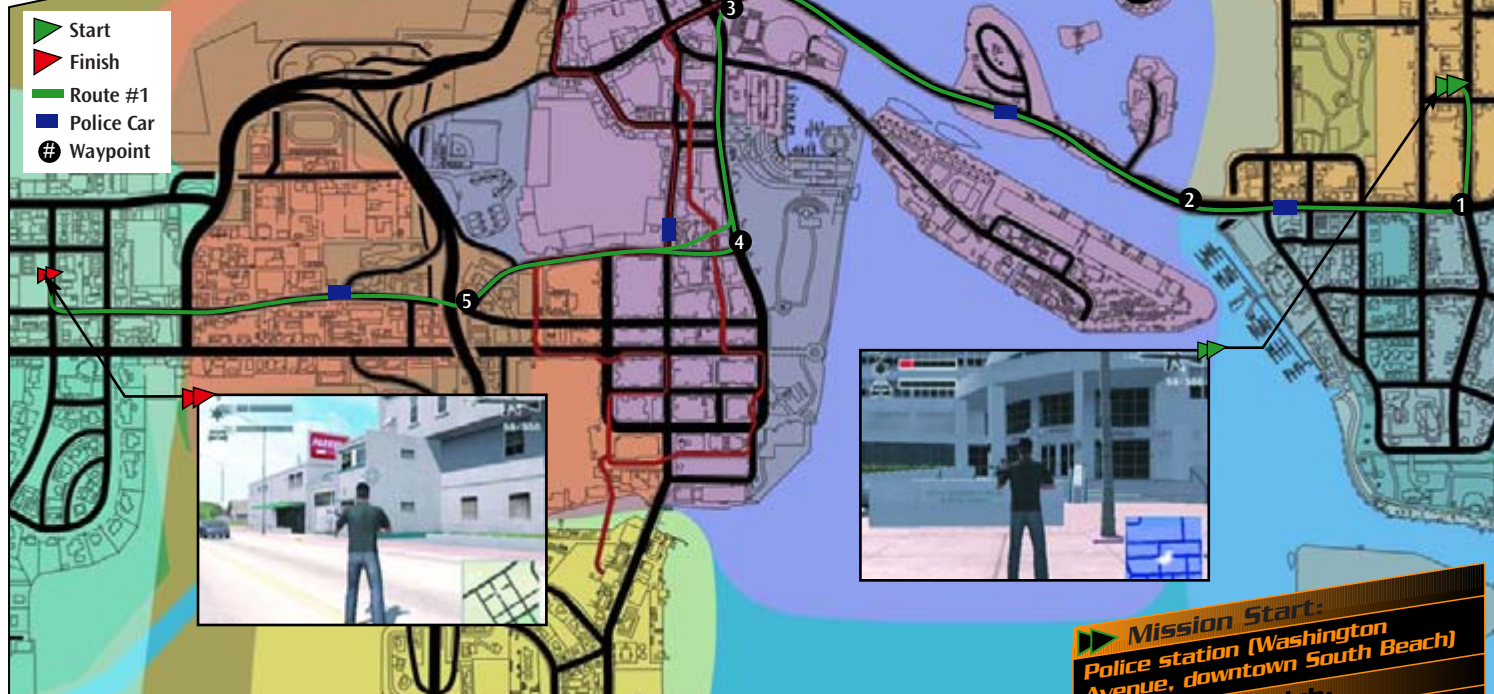
**TIP**

You're scored before your training finishes. It's optional, but it's always a good plan to perfect your firing skills and aim for the lowest possible time. Get a negative score (around minus 5 seconds)—this proves your aiming skills!





## Mission #2: Lead on Baccus



**Mission Start:**  
Police station (Washington Avenue, downtown South Beach)

**Mission Finish:**  
sleazy hotel, (Little Havana)



THEN IT ALL BEGAN. THE LOCATION OF BACCUS, A MAJOR PLAYER ON THE REPO CIRCUIT WAS UNCOVERED. TIME TO APPREHEND THIS SUCKER.

### Overview

Tobias Jones has taken the lead car, and is speeding to the location where Baccus was last sighted—a flea-bag hotel in Little Havana, near the football stadium and a park. The trip is a long one, encompassing the entire city of Miami. Jones is following Washington Avenue south to Miami Beach Drive, then accelerating west until the road merges into the MacArthur Causeway (Highway 41). At the dockside convention center, he swings left, south down Highway 395 (also known as Highway 1) before skidding right, entering city streets and continuing west to Little Havana. You must keep pace with this leadfoot, and swerve to avoid the rookie cops joining the pursuit.

### Weapons Detail:

HI-POWER AUTO 9MM  
SERVICE ISSUE 9MM AUTO

### Modes of Transportation:

POLICE PROWLER (POLICE STATION SIDEWALK)

### Objectives:

1. SECURE POLICE PROWLER FOR OPERATION.
2. KEEP UP WITH TOBIAS JONES IN LEAD VEHICLE.
3. AVOID OBSTACLES AND REACH BACCUS'S HOTEL.

## Keeping Up With Jones

This mission has no multiple paths or cunning shortcuts, just a simple plan: Follow the lead police Prowler, and stay no more than a block and a half away from it. You fail if you're too far away, or if you take an alternate route and don't have a visual on Jones.





## Miami Mission #2: Lead on Baccus



This means following Jones with little variation on your route. Jog from the police station entrance to the Washington sidewalk. There's a Prowler here. Don't run to the driver's side; slide across from the passenger side—it's faster.

There are three reasons to follow Jones only in the Prowler: First, the vehicle handles like a dream (after you overcome its inertia); second, it's fast; third, if you try to flag down a vehicle to commandeer, Jones gets away from you.

**CAUTION**

Peel out, using the e-brake to spin your wheels (you accelerate quicker). Use the main accelerator to zip south down Washington Avenue.



Prepare for a fast precise powerslide onto Miami Beach Drive at the next right corner. Powerslide early, keeping the front bumper as close to the traffic-light post on the sidewalk corner as you can without hitting it.



Do not accelerate in front of Jones, as he can ram you off the road or cause you to lose control if he hits you. Follow from four car lengths' distance.

**CAUTION**



Finish the turn (on the right side of the street), then accelerate. Weave through any civilian traffic and keep pace with Jones. You may catch him, and the chances for this improve if you spun your wheels at the outset and took the corner well.

The route is a straight shot onto the MacArthur Causeway, so stay behind Jones, but watch for a rookie cop spinning out from the right. He's parked in a driveway near the last north-south street before the freeway merge. Take appropriate maneuvering action!



Stay on the bridge. If you're determined to catch up to Jones (which is optional), follow the racing line and hug the right side of the first bridge's banked side (Waypoint #2), then head across the first three small hedges in the middle of the road and onto the causeway's left side.



You pass the entrances to Palm and Star islands on your right. Another cop car swerves out from the grassy shoreline. Dodge it and continue over the banked freeway's brow after heading through the median and onto the right side of the road.



Either follow Jones as he weaves through traffic at the west end of the causeway, or cut the corner and stay on the left side, swerving to miss oncoming traffic. Judge your next corner well, as Jones makes a sharp left turn at the first junction. Don't hit the monorail supports!

Prepare for this left turn by cutting across the road, and driving between the rows of palm trees near the dockside conference hall. With the steps on your left, go around the front of the hall (Waypoint #3), and career onto Highway 1, staying on the right side of the road.



Alternatively, you can follow Jones's route. Or if you're in the mood for wanton destruction, you can vault over the steps to the conference center, then swerve onto the roadway. Hitting the steps at a slight angle results in a troublesome landing, so watch yourself!



As you head south past the conference hall, another cop car launches forward from the left road. It cuts through all lanes to tail Jones. Jones speeds past Freedom Tower, and makes a sharp right, four blocks after the previous turn.

Follow the speeding Jones around this corner (Waypoint #4). It's easier to take the corner from the left lane, weaving through oncoming traffic. Ignore the rookie cop. Skid around without scraping against the sturdy metal fence.



The only shortcut you can take is half a block before this right turn, but it requires pinpoint driving. As shown on the guide map, swing right into the gap between the metal fencing, avoid both lampposts, and head across the courtyard, avoiding the concrete tree planters.

**TIP**

Head west, following the monorail "route," and avoiding any oncoming cars. The narrow street here is a problem if you're jostling for position—stay left and drive into oncoming traffic.



The road bends left, and after four blocks, Jones skids right onto a main thoroughfare and heads west. As you reach the junction, you have the option of cutting the junction and heading over the parking lot (Waypoint #5), but watch your bouncing. You can smack into the curb and hedges, sending your car spinning.



Now heading due west, stay on the road and put your pedal to the metal. The final police car nuisance comes in from the right, exiting from the freeway. Stay away from this crazy cop, and tear down the road until the cutscene begins. You make the final right turn into Little Havana and the motel road seen in the cinema.



## Cop Car Carnage

Baccus is one tough customer. The Miami P.D. expects this thug to be armed, dangerous, and angry. Throughout the journey to Little Havana, additional police forces join the pursuit of Jones on four occasions (shown on the guide map). These are negotiators, marksmen, and police officers.



Unfortunately, none of them seems to have aced the driving school portion of their training. In fact, they're a menace. Check the map to anticipate the next location a patrol car will skid out from, and prepare for evasive action.

The cop car skids out and follows Jones for a few blocks before dropping back (usually before the next cop car appears, but you can have two following Jones at once). They don't impede Jones, but they aren't keen on you.

Depending on your distance from Jones's car, they may also appear behind you, so check your rearview mirrors after passing each cop car location. You can anticipate the inevitable shunt and take appropriate measures to regain control.



Rookie cops have the annoying habit of slowing, weaving from left to right, and sliding about the road, preventing you from staying close to Jones. They may try to fishtail you, sideswipe, or tap you into an obstacle and traffic. Here's how to react to every eventuality.





## Miami Mission #3: The Siege



**Maneuver #1:** Step on the gas. If you're following Jones, you can slide around the rookie cop while he's speeding up. Keep an eye on the road behind you in case you're rammed, then concentrate on keeping near Jones.



**Maneuver #2:** Oncoming! One of the best ways to avoid these maniac cops is to ignore them. Stay on the street's left side and weave through oncoming traffic. This is straightforward and allows a good racing line for the sharp corners. The rookies don't venture onto this side of the street.



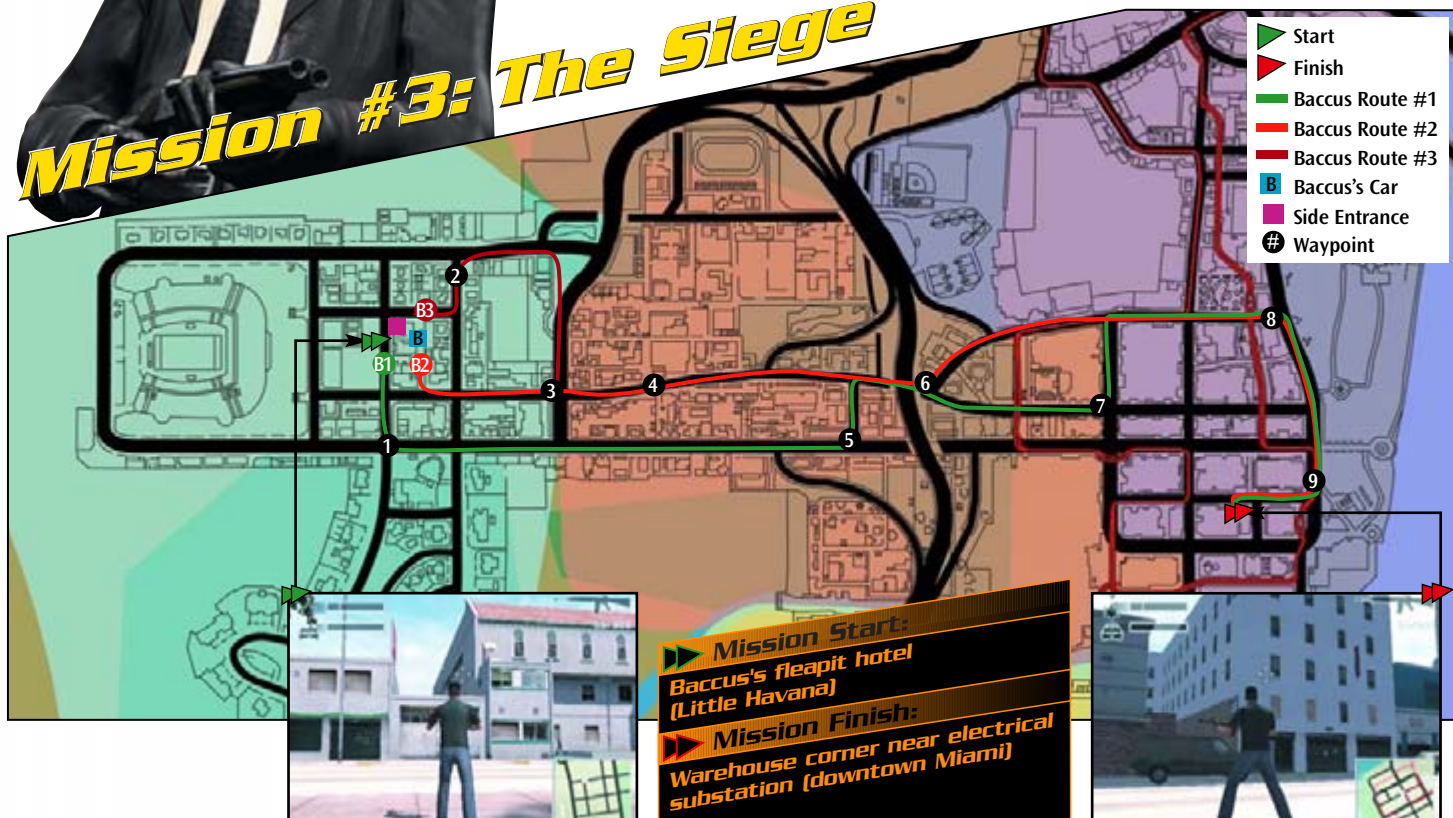
**Maneuver #3:** Cop a load of this! If you're rammed, take your foot off the gas for a second and regain control with light taps of the analog steering stick. Stay on the road and keep going, instead of skidding out of control. You lose Jones if you're traveling too fast, get hit, and spin out. Travel at less than top speed until your rookie isn't a threat.

**Maneuver #4:** Ramming speed! If the cop tries to sideswipe or fishtail you, let him pass, then accelerate and give him a taste of the same. As described in "Wheelman Training," tap the rear corner of the rookie's car with your front bumper and send it spinning! Or, shove the rookie's vehicle into a parked car or lamppost with a light sideswipe.



A Prowler squad halts outside Little Havana hotel. Baccus is holed up inside. Tell this repo chump it's time to collect!

## Mission #3: The Siege





### INTERIOR HOTEL—DAY

BACCUS LOOKS OUT OF HIS HOTEL WINDOW. HE SEES POLICE CARS COLLECTING OUTSIDE.

TV TALK SHOW HOST—...AND COMING UP NEXT, OBESE DWARVES AND THE MEN WHO LOVE THEM DEARLY. DON'T GO AWAY.

BACCUS FLIPS THE CHANNEL.

TV COMMERCIAL—IRREGULARITY GOT YOU DOWN? TRY EXTRA STRENGTH FIBERMAX PLUS....

BACCUS FLIPS THE CHANNEL.

TV GAMESHOW EMCEE—YOU KNOW THE RULES HERE ON HUMILLIONATION. SOMEWHERE IN THAT VAT OF SEMI-TOXIC SLUDGE IS A SACK-O-CASH.

THE AUDIENCE ROARS.

TV GAMESHOW EMCEE—FIRST ONE OUT OF THE VAT WITH THE SACK TAKES THE MONEY HOME.

BACCUS FLIPS THE CHANNEL.

TV NEWS TEASER—SHARK CARTILAGE; A CURE FOR ALZHEIMER'S? MORE DETAILS ON THE NEWS AT 6.

INFOMERCIAL PITCHMAN—NO MORE SITUPS! NO MORE CRUNCHES! NO MORE TRIPS TO THE GYM! WITH ABSDICTATOR YOU CAN HAVE ABS OF STEEL IN JUST MINUTES PER DAY! PLACE YOUR ORDER TODAY AND WE'LL THROW IN THE BOOTYFIER...A 19.99 VALUE, FOR FREE! IMAGINE YOURSELF WITH ABS OF STEEL AND ALL YOUR....

BACCUS'S GUEST—BABY, IT WAS FUN, BUT HONEY, TIME'S UP AND I GOTTA MAKE SOME MOVES....SUGAR, STAYIN' NEEDS PAYIN'.

THERE'S A WOMAN IN THE ROOM (A PROSTITUTE). HE LOOKS AT HER.

BACCUS—BABY, NOW YOU GONNA SQUEAL FOR REAL!

SHE SCREAMS. THERE'S A SCUFFLE. HE HAS HER HOSTAGE.

## Overview

With that two-bit punk holed up inside that flea-bag hotel with a hostage, there's no way you're going in with guns blazing. Instead, take the side entrance, taking no nonsense from any hoodlums standing in your way, and attempt to enter the building yard. Baccus will leave his hostage and flee in his pimped-out ride. He needs tailing, and the closest jalopy at hand unfortunately corners like a stuck pig.

Follow that sucker until he makes a mistake before you do, then collar him, using as much excessive force as your conscience allows.



### Weapons Detail:

HI-POWER AUTO 9MM  
SERVICE ISSUE 9MM AUTO

### Modes of Transportation:

GRANDE SPEDIZIONE 76 (INSIDE HOTEL BUILDING YARD)  
POLICE PROWLER (SURROUNDING BACCUS'S HOTEL)

### Objectives:

1. LOCATE BACCUS.
2. CHASE AND APPREHEND BACCUS AND GAIN PERTINENT INFORMATION.

## Part 1: Building Yard Brutality

### PATH VARIATION #1

Leave Jones and the boys in blue by the main entrance, draw your assault rifle, and run around the hotel building's left side, moving to the street intersection. Pass to the right of the corner lamppost, and continue until you spot a squad car.



If you're replaying this mission, you know Baccus escapes through one of those garage doors. Place a cop car or two on the other side of the street (not right next to the garage, because Baccus clears them by using the sand pile as a ramp), and waylay him if he chooses this exit. This allows you to maneuver your chase car into position in more leisurely fashion and results in him exiting through the other garage door.



Turn right and swing around so you're running along the right sidewalk. Check the sky ahead for the location arrow. As you reach a cement wall on your right, a shot rings out. A pair of two-bit punks is taking pot shots at Miami P.D.'s finest. Even the score.

Optionally, use the cement wall as cover and empty an assault rifle shot into the first punk, aiming at the head to drop him faster. Charge at the second hoodlum as he turns to target you, and empty another couple of shots into him. Wait for the target reticule to turn red.

## Miami Mission #3: The Siege

Want backup? Need an extra place to hide while you deal with Baccus's no-good goons? Dash to the parked squad car as the enemies fire and use it as cover. Plus, the cops nearby soak up the gunfire for you.



Or, you can grab a cop car and use it to ram both reprobates as they fire, crushing them under your wheels—the cop gunfire finishes them off. Park the squad car outside the doorway; you can opt to use it instead of the bad-handling Grande Spedizione 76 inside the building yard.



That's two down. From behind the cement wall, you can now see into the building yard. Glance from left to right to spot two more thugs—one behind the Grande Spedizione on the left, the other behind some barrels ahead.



Don't run the risk of Baccus's associates mowing you down by entering the yard while reloading. Use the cement wall as cover, reload, and ready yourself for more ammo expenditure.

**CAUTION**



If you're unsure of your aiming skills, stay behind the wall and plug the punk behind the barrels in front of you first. If you're feeling reckless, dash in and pepper him. Turn left, and turn your attention to the final thug behind that laughable excuse for a car.

Swing around and with at least two shots in the clip, shoot the hide of the final punk. Run to the front of the car's right side, planting your shots as you go. If you feel less than bullet-proof, try a lengthier tagging plan from behind the cement wall. After you down all the punks, Baccus attempts to escape.



Before Baccus escapes, you may feel the need to blast his V—with bullets. No dice—it's impervious to your gunfire, and a goon fires at you if you blast the car. Ignore Baccus's car; he drives as proficiently with or without bullet-hole ventilation.



When you're finishing off the punk near that rust bucket, don't accidentally tag the other car—you'll shortly be chasing Baccus in that! If you puncture a tire, the Grande Spedizione is slow and grinds metal, and you never get a chance to collar your perp.



If you attempt this plan, and don't block the front garage, Baccus peels out and through the front garage door, past the Prowler roadblock. This is Route #1.

### PATH VARIATION #2

Baccus can escape in two other directions. Here's the plan to apprehend him if you want to chase him via the back garage entrance. Take a car, or yourself, left and around the back of the hotel. Optionally, take out the first two goons as before.



Head around the left side to the alley left of the hotel (if you're approaching from the back entrance). When you enter this area, Baccus jogs to his monster motor, guns the engine, smashes through the back garage door, and spins the car around and over the refuse container ramp. Route #2 is on!





### PATH VARIATION #3

If you hightail it on foot or in a cop car southward, with the grassy park on your right, Baccus takes the third escape route. This also occurs if you're more straightforward in hostage negotiation and ram a cop car through the front garage door.



Baccus starts his V-8, smashes through the back garage door, spins it northward to the alley's top end, and takes a cruise along Little Havana's north side. This is Route #3.



## Suspect Has Fled! Repeat! Suspect Has Fled!



ADVANCING TOWARD THE SIDE DOOR, BACCUS SPRINTS FROM THE HOTEL TO HIS RIDE, A POWERFUL (AND STOLEN) DEVIL-RED V-8 MUSCLE CAR. BEFORE TANNER HAS A CHANCE TO TAG IT, THE CAR BURNS RUBBER, SMASHES THROUGH THE GARAGE DOOR, AND FLEES THE SCENE! TANNER HOPS INTO THE NEAREST VEHICLE HE CAN FIND. THE CHASE BEGINS!

## Part 2: Muscled Off the Road

The following chase (Muscled Off the Road) involves pursuing your enemy around the city in a random route; your foe usually changes course a number of times, even if you replay this part of the mission. Therefore, the routes described in this section, and the elements to watch for are general tips, and may not specifically apply to your chase. However, your final ending location is the same, no matter what route you take.

### WHEELMAN PLAN: LET'S RIDE!

Here's a quick check through all the ways you can pursue Baccus. You can run through the side doorway to the squad car you parked earlier, gun the engine, and give chase either via the alley or around to



the mission start. Be quick, or you lose him! Choose the Grande Spedizione if you can handle the poor traction. You can go for a police Prowler

Now for a couple of plans you shouldn't attempt. Don't block Baccus's route. His car is specially reinforced, and he won't think twice about ramming you. He pushes your vehicle, usually damaged, off course, and makes his escape. You can attempt this later in the mission if you're faster than Baccus and he ends up following you.



Running is an extremely poor choice—waiting with an assault rifle to tag Baccus as he passes by won't yield the results you're after. Those doors are bulletproof, and he escapes before you can get into a vehicle and catch up.

You may be a maverick attached to the FBI, but you're sent down for murder if so much as one round of gunfire enters the bodies of any of the assembled law enforcement personnel. Save your clips for the hoodlums!

Baccus can vary his winding route to the Downtown area in a number of random ways. The routes shown here are examples of where he can drive. He may take a different route.

**NOTE**



If you want to drive that junk heap, gun the engine, e-brake right, and pass to the left of the jutting low wall on your right. Hit that, and you limit your chances of keeping up with Baccus's beast of a car.



Take the car up the sand pile at the exit, but not too quickly or you fly over the road and onto the grass, damaging a couple of police cars in the process. Brake and turn left, sliding around any parked or moving squad cars, and head south.

The assembled police are dazed at the brazen nature of Baccus's escape. They also don't recognize that boat of a car you're wrestling with, so keep out of their way or they may ram you. Look ahead for the Baccus-mobile.



**CAUTION**



## Miami Mission #3: The Siege

When Baccus makes a break for it, you must tail him, staying within at least two blocks of his car, or he escapes. You don't have to follow him, but you must stay in range. Attempt an indirect route of following Baccus (for example, tailing him on a street parallel to his) only when you're fully up to speed on his route.

**TIP**



Baccus spends most of the remainder of this route heading east, with a few attempts to shake his tail—you. Use the map in this guide to familiarize yourself with his route. At the first or second (Waypoint #1) junction, he usually skids left.

E-brake early enough to avoid the posts at this type of junction; get tangled up here, and it's good-bye Baccus.



You can also exit the hotel area via the opposite back garage gate, spinning your car left, then right around the garbage cans along the south one block. You catch Baccus as he accelerates eastward from right to left. Skid left and follow that car!

**NOTE**



Baccus continues east along the main thoroughfare, heading for the business district. Expect him to continue an erratic weaving path along the road.

The closer you tail Baccus, the more manically he weaves left and right. Stay 30 feet behind him so you're close enough to catch up if you accidentally ram a lamppost, but far enough away to react to a sudden turn when Baccus takes a side street. Close in when you learn Baccus's route.

**TIP**

Baccus cruises toward downtown, and you can follow him here; he rockets forward until he reaches a left turn; the final one is between two multi-story parking lots (Waypoint #5). Follow him, optionally taking out the fire hydrant on the left inside corner, then screeching right at the next intersection!



As Baccus heads into the downtown area and passes under the freeway bridge, sometimes he swerves left and through a clump of shrubs, cutting through a parking lot (Waypoint #6) instead of heading through the next junction. He heads onto a main road heading northeast.



Cut the corner and drive over the shrubs, across the small parking lot, and onto a curved road that turns right until you reach the next junction. Weave to the left of any slow-moving cars, and pass under the monorail line. He usually stays on the road, but can zigzag over to the 1 Highway at the far east, before the mission ends.



If you're at the north end of the alley behind the hotel, get into a vehicle. Spin your wheels going forward, avoiding the garbage can ramp (and the crash damage you could suffer), and skid left onto the east-west road.



Sometimes Baccus remains on this northern east-west road until he reaches Rory's Transmission and Garage. He then tries to shake you off by swerving left and heading right, then into a parallel parking lot on the right side of the road (Waypoint #4), then returning to the main street. Follow him a little way behind.



A cunning plan, especially if your Prowler looks like it won't take another beating, is to get ahead of Baccus while on the main east-west roadway. Stop an oncoming car (with a ram), and commandeer it, spinning it around and finishing the mission in your new motor. Stealing a parked car is even quicker.

**TIP**



On the road, Baccus swerves left and right, and heads under the freeway bridge. The remainder of the route he takes is a swerving path to the Highway 1. Follow that madman!



Has Baccus headed north? Get a car and follow Baccus after he reaches the alley's north end. He heads east, then spins the car left and accelerates north to the wraparound end of the east-west freeway.



If you rammed a cop car through the front garage to access this route, you can back up and head around the hotel's north side via the road, or accelerate forward and left up the side alley as Baccus did.

**NOTE**



Chase that no-good hoodlum by swerving left after him. At the T-junction, skid right and smash through the parking lot's chain-link fence (Waypoint #2). Stay on the road's right side as Baccus continues to cause vehicular trouble, zooming past the Red River Bar (the last of the strip mall buildings on your right).

As you head past the Red River Bar, powerslide right onto the grass. Stay in control and avoid those trees—they're rooted tight! Continue over the grass and aim for the southern road; Baccus steams down here, then joins Route #2 (at Waypoint #3) for the rest of the chase, although he can enter the industrial park alleys for some swerving.



In this example, Baccus is heading east into downtown. However, he sometimes continues straight down the main road instead of cutting across those shrubs. Follow him down the street as it bends right, and down the block to where the road straightens. Watch that thug; he's thinking offensively.

Baccus sometimes turns left at the first main intersection (Waypoint #7); stay far enough behind him to react to this sudden left e-brake slide, and follow him. Start the skid when you spot the store with the green and red awnings, and slide to the right of the lamppost.

Straighten up, and don't hit the right side or you're stuck on a second lamppost. Gun the engine, heading to the T-junction ahead with the monorail above it. Skid right, keeping the car in the middle of the road to avoid a right sidewalk lamppost and a monorail strut. You're on the main road.



## Baccus Causes a Fracas: End of Chase

If you make a mistake (such as hitting a lamppost head on) while you're close behind Baccus, but come to a stop without rolling your car, you can still catch up if you're quick enough to get on the correct path. Don't give up, especially if you're near the mission's end.

**TIP**



Don't lose that punk! You're almost at the turn onto Interstate 1, so gun the engine and fly along this last couple of blocks, staying in the middle of the road so you can avoid cars in both directions. Baccus skids right, heading south. When you see the large gray hotel on your right, prepare to corner—this is the usual route Baccus takes, although you could be skidding onto this road farther south.

You can take the stop sign out on the right corner (Waypoint #8), but don't head too far right at the turn or you ram a lamppost on the right or a palm tree on the left. Wrestle that car on track, staying on the right side of the street, and head south.

When you make this final corner (Waypoint #9), it doesn't matter whether you catch Baccus's car or crash into an embarrassing heap—Baccus comes to a screeching halt and the mission finishes without Baccus speeding too far from the final corner. Rest easy; he's yours!

**TIP**



Race west along the road, staying on the left side of it as an innocent driver cuts across at the next junction. Swing left, around the front of the vehicle. Baccus loses control and rams his motor into the corner of a warehouse ahead. Take him down!

## Miami Mission #3: The Siege

### Calita's Way



ELECTRICAL SUB-STATION: DAY

BRIEF GUNFIGHT. TANNER HITS BACCUS, AND BACCUS CLUTCHES HIS ARM. HIS GUN TUMBLES TO THE GROUND. TANNER APPROACHES. THEY BOTH LOOK AT THE DROPPED GUN.

JONES (V.O.)—BACCUS. KNOWN DRIVER FOR SOUTH BEACH, THE MOST NOTORIOUS REPO GANG IN MIAMI. HE'S TAGGED AS DELUSIONAL/VIOLENT—YOUR REGULAR LOVEABLE PSYCHOPATH.

BACCUS MAKES A MOVE FOR IT.

TANNER FIRES A WARNING SHOT, AND STOPS HIM.

TANNER—[THE] WORD GOES OUT SOUTH BEACH LOST ONE OF THEIR V-8S AND EVERY KNOWN HITMAN IN MIAMI'S ASKING FOR YOU. THREE HOURS LATER YOU'RE WALKING RIGHT DOWN THE MIDDLE OF COLLINS AVE. TIGHT WITH TICO'S GANG.

BACCUS LOOKS AT HIS WOUND.

TANNER—YOU CUT A DEAL, BACCUS, BUT YOU'RE NOT GONNA GIVE THEM BACK THEIR V8. (PAUSE) I AM.

WHILST TANNER IS TALKING, BACCUS LOOKS AT HIS GUN.

BACCUS—THEY'LL SMELL COP AND COME LOOKING FOR ME.

TANNER—BUT I'M GETTING YOU A HAIRCUT AND NEW LIFE UP NORTH.

BACCUS LOOKS AT HIS WOUND.

BACCUS—THE CAR'S IN THE GOLD COAST HOTEL. I GOTTA TAKE IT TO A WAREHOUSE CALLED NASTRO'S. THEY'RE WAITING FOR ME.

TANNER BEGINS TO TURN AROUND. WE SEE BACCUS'S HAND BEGIN TO GO FOR HIS INSIDE POCKET. CUT TO TANNER'S EYES. CUT BACK TO BACCUS STILL MOVING. TANNER SHOOTS AND KILLS BACCUS.

REACTION SHOT OF TANNER—GIVES NOTHING MUCH AWAY.

HIS DEAD HAND REVEALS A CAR KEY.



EXT. POOLSIDE: NIGHT

TANNER IS SITTING AT A TABLE WITH JONES.

TANNER—(SIGH OF FRUSTRATION, THEN AS IF GOING THROUGH IT AGAIN.) C'MON, JONES, IT'S NOT LIKE WE'RE TRACKIN' THE HUMAN GENOME HERE. IT'S SIMPLE STUFF. I GET THE CAR FROM TICO'S AND TAKE IT BACK TO SOUTH BEACH. (NEW EMOTION) YOU KNOW THEY'RE GONNA BITE.

JONES—THEY GOT NO DRIVER NOW—THAT'S TRUE—BECAUSE YOU SHOT HIM.

JONES—HOW MANY TIMES YOU GOTTA SHOOT SOMEONE? WE HAD SUITS FLYING IN FROM ALL OVER WANTING TIME WITH BACCUS. (PAUSE) LOOK—TICO'S, OK, THAT'S A REGULAR CREW. BUT SOUTH BEACH AND CALITA—THAT'S DIFFERENT.

JONES—YOU REMEMBER THE MEXICANS WHO OWED HER MONEY? THEY TOOK A BUNCH OF HER GUYS AND SAID THEY'D SHOOT ONE AN HOUR TILL SHE CANCELLED THE DEBT.

TANNER—I REMEMBER.

JONES—HOUR ONE, BAM, THE MEXICANS SHOOT THE FIRST GUY. HOUR TWO...?

TANNER—THINGS GO BOOM.

JONES—No, no, nooo. THINGS DIDN'T JUST GO BOOM. CALITA WENT WACO ON HER OWN CREW. SET THE EXPLOSIVES HERSELF. TOLD THEM THEY HAD FOUR MINUTES TO GET OUT. LOMAZ IS THE ONLY ONE WHO ESCAPED. THE REST—SHE SENT THEM ALL TO HELL.

TANNER—AND SENT A MESSAGE ALL THROUGH SOUTH BEACH, TOO. IT'S WHY THEY'RE SO TIGHT. THEY KNOW CALITA'S CAPABLE OF ANYTHING.

JONES—SO WHY D'YOU THINK SHE'S GONNA TAKE YOU IN?

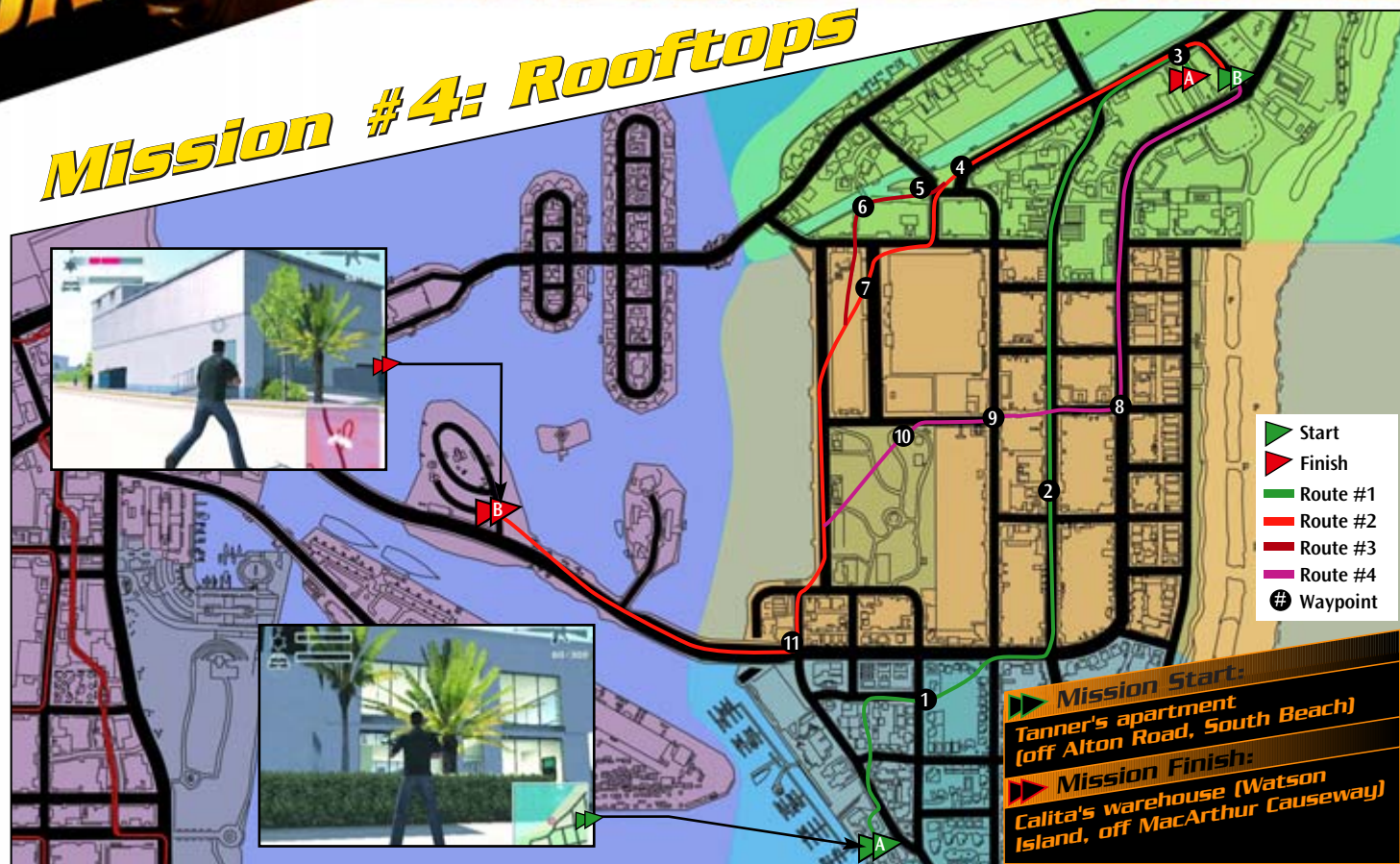
TANNER—GOT ANYTHING CONSTRUCTIVE TO SAY?

BRIEF PAUSE

JONES—No.



## Mission #4: Rooftops



### Overview

Baccus's information gave you a new game plan: Earn Calita's trust while ticking off her rival, Tico. This is a twofold plan. First, deliver a classic piece of Americana—the '77 Scout Chaser—to Calita; second, cap as many of Tico's punks as your weaponry allows. Reaching the hotel is simple. Finding the car has you running from bottom to top, and back to bottom again.

Stop by the guest room for the Uzi on the way. After a firefight, race to Calita's warehouse, taking care to keep most of your vehicle's bits attached (Calita is paying for a pristine roadster, not a hunk of junk).

#### Weapons Detail:

SERVICE ISSUE 9MM AUTO  
9MM MACHINE PISTOL (PICKUP)  
HI-POWER AUTO 9MM

#### Modes of Transportation:

DART RETALIATOR (TANNER'S FRONT COURTYARD)  
'77 SCOUT CHASER (IN HOTEL BASEMENT)  
V-8 (IN HOTEL BASEMENT)

#### Objectives:

1. DRIVE TO GOLD COAST HOTEL.
2. GAIN ACCESS TO UNDERGROUND PARKING LOT.
3. STEAL CLASSIC MUSCLE CAR FROM TICO'S PUNKS.
4. DELIVER IT (UNSCATHED) TO CALITA.

### Part 1: Gold Coasting



First, find the Gold Coast Hotel. Check your radar—the hotel is in the town's northeast corner, near Miami Beach. Fortunately, your police station excursion left you with some knowledge of the main thoroughfares.

Take any route you like. Route #1 on the guide map is the quickest. Follow the route you took to reach the police station in Mission #1. Accelerate left out of your driveway, then turn left at the junction and follow Alton Road for a block.

Cut the corner and head through the hedges, north across the road, and up through the alley. Swing right at the junction, then head onto the grass (Waypoint #1), to the right of the house under construction. Visibility isn't great; drive carefully and don't ding any lampposts.





# Miami Mission #4: Rooftops

## Part 2: Rooftop Rumble



Head northeast across the grass between the two houses and through the junction, then make a left onto Washington Avenue heading north. The turn is a block from your off-road antics through the grass, so be prepared. Look for the restaurant with blue neon stripes, called the Grill, across from the junction.



Pass the Grill, speed up Washington, pass the Vivid Club on your right, then shoot past the police station. The yellow-lighted tower of City Hall is a landmark. Pass it on your left (Waypoint #2).

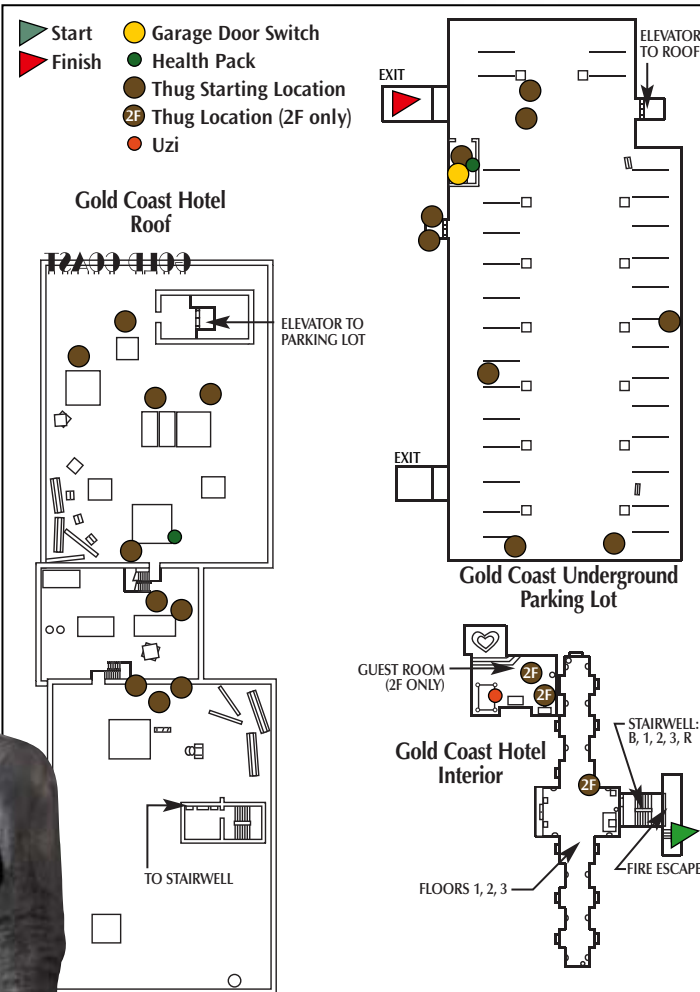
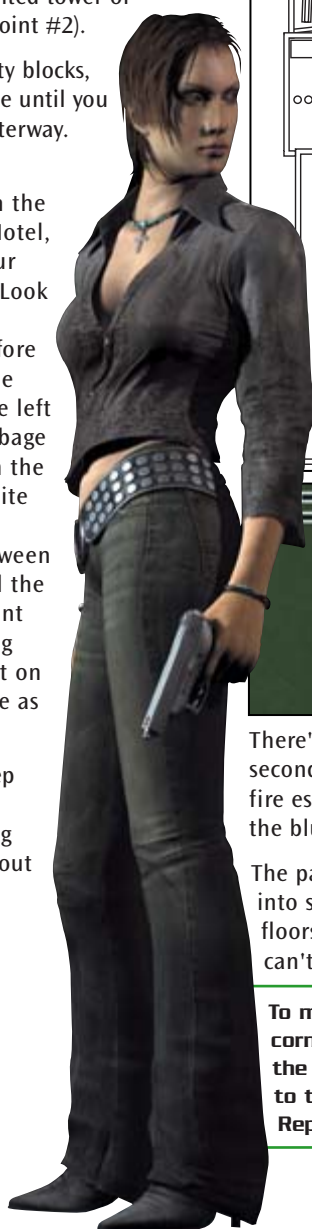
Keeping a steady speed, jet through four more city blocks, until the road bends right in a long turn. Continue until you reach the junction for A1A, near the Biscayne Waterway. Don't skid into the water!



A block from the Gold Coast Hotel, you start your infiltration. Look for a side entrance before you reach the hotel. On the left are blue garbage cans, and on the right is a white stone wall. Squeeze between the cans and the wall (Waypoint #3), watching the lamppost on the right side as you enter.



Pull your Retaliator up to the red arrow, and step out. The front entrance and the two lower-level garage ramps are closed. Looks like you're taking the fire escape into a thug-filled building. Take out your assault rifle.



There's nothing in the alley, so climb up the fire escape stairs to the second floor. On the outside balcony, the steps continuing up the fire escape are missing. You cannot ascend from here. Push open the blue double doors and enter the hotel interior.

The part of the Gold Coast Hotel you're wandering around is split into specific areas. You're at a stairwell that gives you access to five floors. Head down the stairwell to a locked basement door. You can't open that, so ascend instead.

To move quickly up and down stairwells, don't turn at each corner. Instead, face the interior doors and walk backward up the stairs, sidestep across, then walk forward up the stairs to the next floor, and sidestep across the other way. Repeat. It saves time.

**TIP**  
111



Head up the stairs from the basement to the first floor. Open the door and step inside. This hall is identical to those in the two floors above it (2F and 3F). The room doors and the elevator opposite are shut. Ignore this floor.

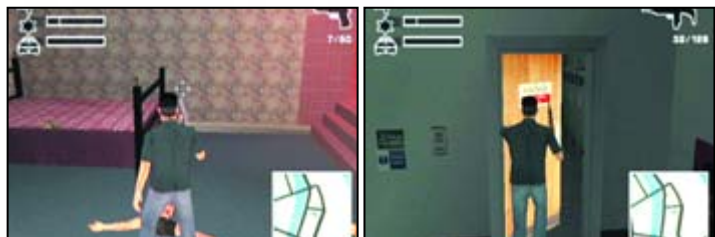


Continue up the interior stairwell to the second floor, ready your assault rifle, and push open the door. Tag the thug in the central hall area, then step over his body to secure ammo or health. This floor has the same layout as the one you were on, but you can open one of the doors to a room.

Reload, head down the right hall, and open the last door on the left. Give two thugs complimentary slugs from your assault rifle. Step into the guest room.

**When you tag scum like these thugs, don't wade in with guns blazing. You need your health later. Instead, stay behind the open door and blast away. Step behind the doorway frame if you're shot or reloading.**

**TIP**



Focus your attention on the bed. There's an Uzi here—the perfect weapon for taking down thugs. Equip it. With your new firearm in hand, go to the main interior stairwell and go up.

Ignore the third floor and head to the roof entrance. The plaque says "R" instead of a number. Open the door marked "Plant Room."

Step into this electrical room, head across it, and open the door to the right. Wait right there! This door leads to the hotel roof, which is teeming with thugs. Push the door open and wait where you are, inside the plant room.



Three thugs congregate ahead of you. As you step out of the plant room, they dash for cover and engage you in a gun battle. Minimize your risk: From the plant room, aim for the head of the thug on the right. Strafe left to tag the remaining two. You can bring down all three thugs in a three-second, one-clip blast!



Did the thugs spot you? If so, two take cover in front of the boxes and barrels ahead of you. Mow down the thugs with your Uzi. When you tag one, the other retreats behind the left concrete hut. Run to the right and blast the remaining two thugs.



Take the stairs. These lead between two rooftop areas. Tackle three thugs in this area before they shoot you. Before you head down these exterior stairs, check the red neon "Gold Coast" sign on the opposite roof. See the door in the concrete hut? That's your exit!

The next three thugs appear after you reach the platform midway between two stairways leading to the lower roof area. You can run down to the rooftop and strafe your way to victory, but that gets you wounded. There's a better plan.

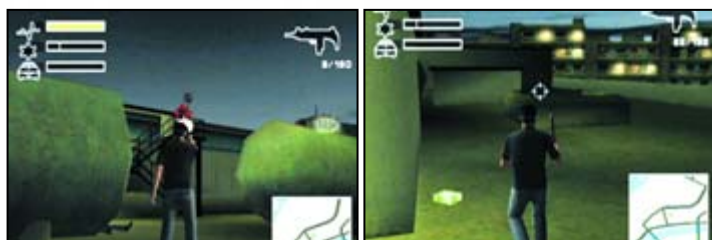
Sidestep down the first set of steps until you hear a thug shouting. Back up the steps, onto the roof you cleared. Two thugs appear behind a large metal cylinder to your right. Attack, using the low roof wall as cover.



Aim with headshots, peek through the bars of the stairwell top, or run along the low wall and strafe both thugs until they fall. Do this without losing any health. After you deal with the two thugs behind the cylinder, descend the steps.



## Miami Mission #4: Rooftops



The third thug appears after you reach the lower roof. Train your weapon on the fire escape opposite you. When the thug appears, shoot him before he can get a round off. This third thug is a problem only if you don't spot him.

Climb up the opposite steps to the final roof area. There's a concrete hut in front of you. Head to the right, around the hut's side, to pick up the health pack. A thug steps from behind a small concrete hut in the middle of the roof. Tag him through the gloom.

If you don't take him down, he runs behind the hut. Dash to the hut's near side and prepare for a firefight against three thugs at once (or four if the first one is still alive). Reload, turn left, and step out, strafing the roof with Uzi rounds.



Dart behind cover to reload. Aim at one thug at a time; start with the nearest and continue to the next nearest. Alternatively, you can roll to hide behind the larger hut or dash around the roof, but staying put and behind cover means you won't be surrounded and can continue the fight until you slay the thugs.



You can step around to the first hut's left, opposite the health pack, but available cover is low to the ground, making the firefight more difficult.

### CAUTION

Step onto each of the slain thugs after the battle to get much-needed health. If you feel overwhelmed, you can also flee the rooftop without taking down every thug.

### TIP

When the coast is clear, proceed to the exit—the only door on this area of roof, in the biggest concrete hut's center, near the neon hotel sign with a health pack near the door. Step through and into the elevator.



If you fail your mission after stepping into the elevator and heading down to the parking lot, you restart from this point until you quit the game or finish the mission.

### NOTE

## Part 3: Garage Gunplay

**YOU MUST HAVE A DECENT HEALTH TOTAL BEFORE MOVING INTO THIS ELEVATOR AREA! AFTER THE ELEVATOR OPENS, TANNER STEPS INSIDE AND DESCENDS TO THE UNDERGROUND PARKING LOT, WHERE HE IS TO APPROPRIATE THE VEHICLE. YOU MUST DEAL WITH ANY PUNKS GETTING IN HIS WAY, USING A FIRM HAND AND FIRMER GUNFIRE.**



Don't step out of the elevator when the doors open! Notice the two thugs chatting ahead of you. Those punks haven't seen you yet. Aim at the head of the left one, tag him, and finish the clip by filling the other one full of lead. Step left, staying in the elevator, when you're reloading or seeking cover.



If you miss the first two punks, they run to separate locations. The left one stands outside the left elevator (where he is difficult to shoot, which is why you should defeat him first). The other stands to the control booth's left.



Stay in the elevator unless you want to feel the sting of live ammunition! Find the remaining garage thugs in order. Start with the punk inside the control booth. Shatter the glass and down him, then shoot the left punk if you haven't taken him out.

Turn left, use fancy sidestepping out of the elevator, and cap the thug standing next to it (if you missed that headshot opportunity). The remaining four thugs stay where they are, and they aren't that close—meaning their shots aren't as accurate.



Check out the guy behind the V-8 car diagonally to your left. Blast him, then continue your sweep left, blasting the thug at the far end of the garage on the right. Tag the one at the back of the left lot, and finally, the punk halfway down the garage left side, behind another car.



If the gun battle takes too long, or after you enter the control booth and press the switch, watch for two thugs who appear from an elevator to the booth's left. Ready your weapon for these two late arrivals. When every thug is downed, collect ammo and health from the bodies.

## THE WHEELMAN PLAN

Another garage tactic is a rolling dash to the control room, which affords you cover and allows a different view of the garage. Pick off remaining thugs from here.



You can also use the cars as cover, running forward, crouching down, then rolling out to tag thugs on the vehicle's other side. It's dangerous, but it works. If you have a good enough angle, you can also shoot the thug's feet by firing through the space under the car. However, getting into a V-8 is asking for trouble; the cars are locked.



For ultimate thug humiliation, try the following: Get in front of a thug who has another thug standing directly behind him. Sometimes gunfire from the thug in back takes care of his colleague for you. Or, destroy a V-8 car by blasting it until its engine catches fire. Then retreat and watch a thug get caught in the blast.



Don't touch that sweet maroon ride in the far left corner. That's the '77 Scout Chaser, your carjacking target. The mission fails if this gets damaged. Don't shoot at it!

**NOTE**

When you defeat all garage thugs, mosey over to the control booth, and find the garage door switch. Press it, and the adjacent door rolls up. The door at the opposite end remains closed.

The booth has a health pack if you want it.



## THE WHEELMAN PLAN

If you tag the previous thugs, you have time to enter the control booth, press the switch, and wait for the elevator to arrive. Stand in front of the door and gun down both thugs before they have chance to react.



Or, you can start up the Scout Chaser, drive it to the locked garage door, hop out, open it with the switch, and leave before the elevator punks arrive!



Enough fooling around. With the garage door open, run to the Scout Chaser, back it out, then exit via the garage door near the control booth. You're on a special delivery mission to Calita's warehouse. Check the guide map for a couple of choice routes to reach there.

## Part 4: Calita's Car

### Taking Care of Tailgaters

Before you see the routes to Calita's warehouse, be forewarned that Tico's notorious South Beach gang members are out. Although there are sometimes a few to tangle with, usually only one appears as you exit the hotel. They show up on your ingame radar as red dots.



## Miami Mission #4: Rooftops

You can try a number of plans to avoid or engage these hoodlums. You can even ignore the Scout Chaser, step out of it, find the nearest gang vehicle, and cut down the enemy driver and passenger.

A better plan is to take the Chaser and head to Calita's.

When driving the Scout Chaser to your warehouse destination, avoid enemy cars by watching for them on your ingame map, slowing down, checking their movement direction, and scooting down a side street away from them.



If a gang car spots you in the Scout Chaser, floor it and zoom out of there. Use aggressive cornering down the next few blocks to shake your tail. Don't slow or they may fishtail you. Don't ram them, because your car needs to be in one piece.

Alternatively, stop and exit the Chaser, whip out your Uzi, plaster the front windscreen with lead, tagging both punks, then return to your vehicle before other members arrive. That's a sure-fire way to lose your foe!

**NOTE**

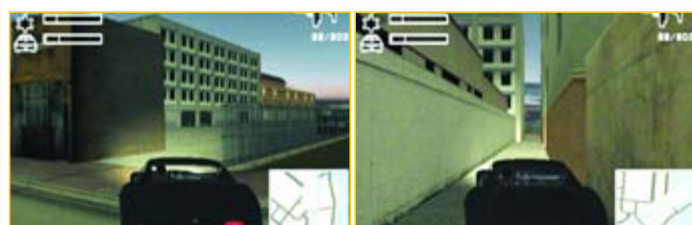
### PATH VARIATION #1



You can take an almost infinite number of routes to Calita's warehouse, but two paths are the easiest. The first has you launching left out of the garage, winding around the hotel and left at the next junction, onto A1A.

Accelerate southwest down A1A with the Biscayne Waterway on your right. Ignore the road when it bends south, and instead head onto the grass to the right (Waypoint #4). Cut the corner, then straighten up onto the southbound road one block from the T-junction with the huge convention center's side ahead of you.

### PATH VARIATION #1: SHORTCUT



If you're being closely tailed, take the alternate route. When you reach the grass, continue west instead of south, passing between a small set of shops and a fence (Waypoint #5), and toward a small dock area and pedestrian bridge. Slow to avoid driving into the water!

Follow the waterway's left side as the alley winds south between two large buildings (Waypoint #6) and opens into the huge parking lot west of the convention center. You're on the main route, and the gang car can't follow you.

On the main path, swerve right at the T-junction, then cut the next corner between the lamppost and the convention center's corner, and head out into the huge convention parking lot (Waypoint #7). Accelerate away, drifting right to the road on the parking space's other side. The routes join up.



### PATH VARIATION #2



Instead of exiting the hotel and turning left, head right, then right again, heading south on Collins Avenue. Follow Collins as the road bends left, then straightens. Floor it until you're three blocks from the hotel.

You're looking for a right turn with a restaurant on the other side (Waypoint #8). The neon sign isn't large, but it's bright red and says "Tokyo Bowl." Turn and shoot west one block, then continue straight, down an alley toward a restaurant with a green neon sign reading "Paesano's."



To the left of Paesano's (Waypoint #9) is a junction you should shoot through, heading east with Paesano's on your right and the large Bank of Bmonka on your left. The road opens up in half a block. Prepare for a left turn.



Press down on the gas as the road leads to the left park area (Waypoint #10). Avoid the circular wading pool, but cut across the park as this damages your car beyond repair, then onto the long road heading south.



Cut across the corner of the road in the southwest edge of the park, and head south down Alton Road for one block. Make a right, onto the MacArthur Causeway (Waypoint #11). Stay on the road's right side to avoid ramming oncoming traffic.



Dash toward the large warehouse near the road entrance to Watson Island. The red arrow beckons you in. Open either the side or main doors. Drive aggressively before you reach this point, or you cannot complete this mission.



Don't lose your cool behind the wheel. This car needs to be refitted, not sold for scrap. Venture over the damage meter line, and you fail. Three major crashes, and it's time to calm your twitchy driving.

**NOTE**



### INT. WAREHOUSE—NIGHT

IN A WAREHOUSE, TANNER WALKS IN, AND SPOTS A CAPTIVE SUSPENDED FROM THE ROOF, AS WELL AS THE REST OF THE GANG—CALITA, LOMAZ, BAD HAND—STANDING AROUND. THEY WATCH HIM AS HE SLOWLY, COOLLY, APPROACHES. LOMAZ POINTS A GUN AT HIM. HE STOPS.

TANNER: I BROUGHT YOUR V-8 BACK.

LOMAZ LOOKS AT CALITA.

JONES (V.O.): CALITA.

JONES (V.O.): SOUTH BEACH LEAD, SHE MOVES 80 MILLION A YEAR IN STOLEN GUNS AND CARS.

LOMAZ: HE AIN'T WORKING FOR TICO'S.

JONES (V.O.): LOMAZ. HARDWARE SPECIALIST. GUN FREAK WITH PIMP CHIC.

TANNER: YOU NEED A DRIVER, AND I NEED A TEAM.

THE CAPTIVE: HHHHH!

BAD HAND SHOOTS AND KILLS THE STRUGGLING CAPTIVE. TANNER WATCHES AND DOESN'T BLINK. CALITA STARES HARD AT HIM.

CALITA: IF YOU'RE NOT GOOD ENOUGH, YOU'RE GONNA WISH YOU WERE HIM.

CALITA HOLDS OUT HER HAND. TANNER DROPS IN THE KEY.

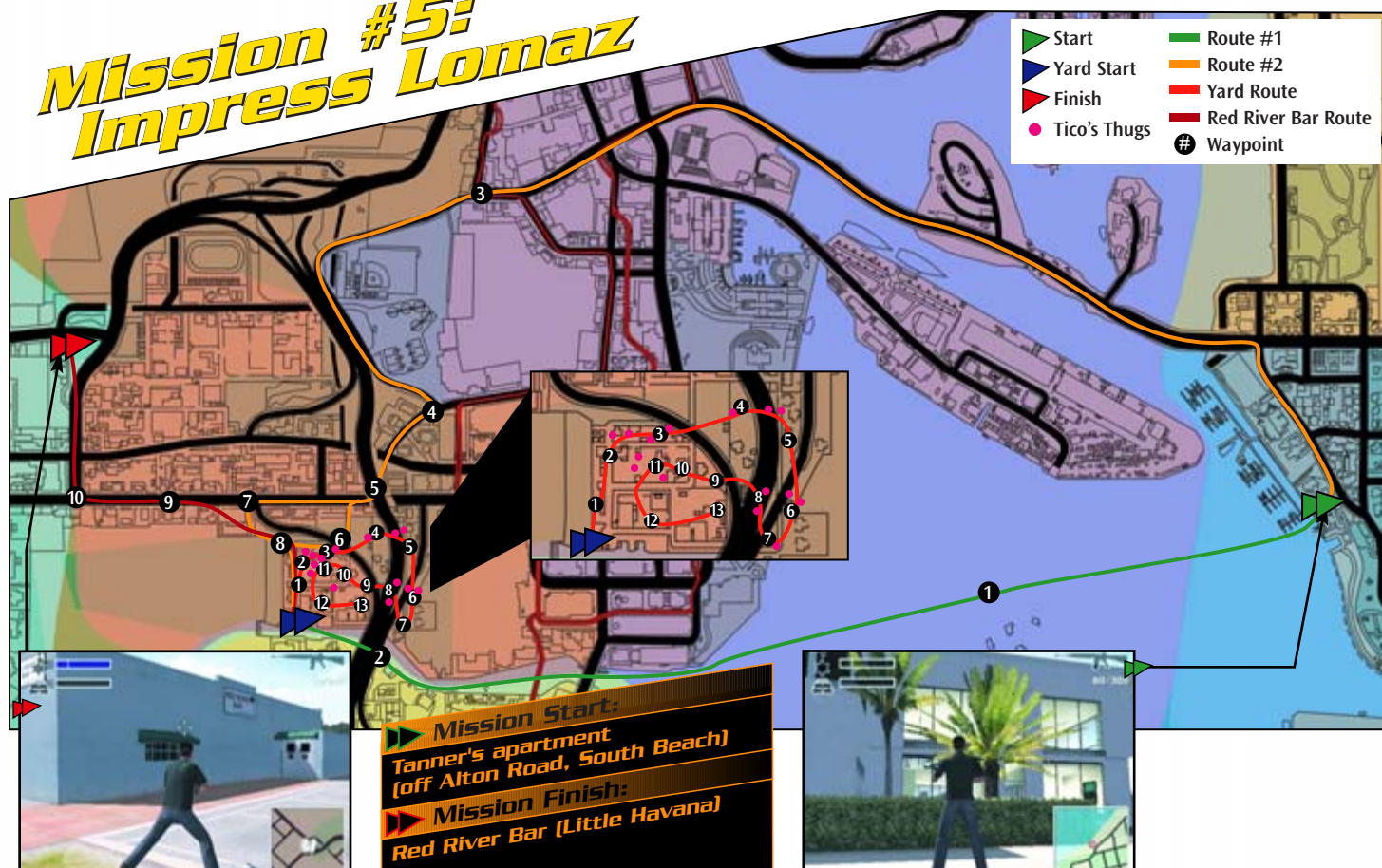
CALITA (TO LOMAZ): MAKE THE ARRANGEMENTS.

CALITA AND THE REST OF THE GANG WALK AWAY.



# Miami Mission #5: Impress Lomaz

## Mission #5: Impress Lomaz



### Overview

Taking Tico's prized motor is one thing. Figuratively slapping him about the face is another. Prove your worth to the suspicious Lomaz and infuriate Tico by meeting up with Calita's right-hand men (Lomaz and the infamous Bad Hand) at the old docks, near Little Havana. There, drive one of Lomaz's V-8s in a destruction derby, taking out Tico's building projects. Then add insult to injury by driving to the Red River Bar and trashing it. You need fancy driving and an even fancier trigger finger to earn this veteran gangster's trust.

### Weapons Detail:

SERVICE ISSUE 9MM AUTO  
SILENCED SERVICE ISSUE 9MM AUTO (PICKUP)  
9MM MACHINE PISTOL  
HI-POWER AUTO 9MM

### Modes of Transportation:

DART RETALIATOR (TANNER'S GARAGE)  
CIGARETTE 38 TOP GUN (TANNER'S WHARF)  
V-8 (OLD DOCKS)

### Objectives:

1. RENDEZVOUS WITH LOMAZ AT THE OLD DOCKS.
2. DEVASTATE TICO'S BUILDING YARD.
3. DRIVE TO TICO'S RED RIVER BAR AND SHOOT UP THE PLACE.

## Part 1: Looking for Lomaz

### PATH VARIATION #1

Lomaz knows your fine speedboat can take you to the rendezvous point, and tells you to meet up dockside across the bay. Stroll out around your pool, down your wharf, and fire up that Cigarette 38 Top Gun boat. Steer it right, heading into the sunset.

Aim the boat at the set of skyscrapers on the left side of the western bay of downtown Miami so you're not heading directly toward the radar cone. Otherwise, you reach the other side of the bay and have to turn left and follow the water's edge around to the mouth of Miami River. On the way you pass Stiltsville, a set of ramshackle houses on the water. Ignore these for the moment (Waypoint #1).





Follow the Miami River's mouth to the small dock area, using the map to guide you. Slow down as you head under the freeway, because the support pillars leave only a narrow gap to pass through (Waypoint #2). At the docks, hop off the boat, up the steps, and meet Lomaz.



### PATH VARIATION #2

Taking a boat? Why bother when you can drive here and learn the layout of Miami's roadways at the same time? This takes longer, and offers dozens of alternate routes. Pick your car from the garage, and drive it across the MacArthur Causeway.

Although you can take the same route as Jones in Mission #2 (check that map for more information), here's the quickest route we found. Continue along the causeway past the Freedom Tower, staying on the same road all the way to the freeway ramp (Waypoint #3).

The ramp is actually an off-ramp! Stay to the left to avoid oncoming cars. Travel over the freeway, and take the next off-ramp. After taking the exit's winding right bend, make a sharp skidding turn to the right (Waypoint #4). Continue down this road (which you took during Mission #2).



At the next junction, instead of cutting across the parking lot, barrel across the entire east-west road and head under the main freeway. Avoid the supports, crash through a wire fence, and skid right onto the East-West Expressway (Waypoint #5).

Immediately on the left side of the road is a fence and gap that leads to a construction site. This is one way to cut down on your time. Follow the rough road to a junction

(Waypoint #6). Head right, under the freeway on-ramp, make a left at the road's end, and accelerate to the meeting point with Lomaz.

Or you can continue along the expressway until you spot the freeway on-ramp on your left. Take the hotel parking lot entrance to the right of it (Waypoint #7), weave to the left of the hotel onto a patch of grass, then onto the rough road and down to the rendezvous point.



When you learn the layout of the 13 construction yard areas you must destroy, you can practice your route before you reach the rendezvous point. Avoid spotting Lomaz, and instead, practice the destruction to come until you're ready.

**TIP**

## Part 2: Construction Destruction

With Lomaz riding shotgun, you have 13 areas of Tico's yard to ram with your newly acquired V-8. There's a time limit of 1:30. If you take longer than this, Lomaz won't be impressed—and your mission fails. Start by wheel-spinning forward, through the gates.



If you fail your mission after you start the rampage, you restart from this point until you quit the game or finish the mission.

**NOTE**



Swerve to the right, and crash through the stack of barrels. Don't miss them, or you must fishtail around and ram it, wasting time. Make sure the barrels explode. While Lomaz raves about your technique, continue straight.

Red arrows identify all 13 parts of Tico's yard that need destroying, but they must be destroyed in the order shown on the guide map. The route shown is the quickest and easiest.

**NOTE**



## Miami Mission #5: Impress Lomaz



Accelerate up onto a short ramp, through a building under construction, and through a set of barrels inside the building. Head out the other side and make an immediate 90-degree right turn. Ease off the gas as you enter and exit the building, or you may hit the ceiling or overshoot the turn.

After your wickedly sharp right turn, straighten up and boost forward through another half-constructed building, shattering two walls of glass. By now, you see Tico's goons attempting to fire on you. Ignore these punks entirely throughout the rampage.

**Keep up your speed so your vehicle isn't damaged from enemy gunfire. Don't get out and engage the thugs in a gun battle; Lomaz is in the car with you. The counter ticks away even if you exit and try to fight, and you won't complete your mission in time.**

**TIP**

Ignore the yellow V-8s and the automatic gunfire peppering your vehicle. Instead, accelerate under the freeway underpass, aiming for the pile of sand with the two planks resting on it. Launch over the planks, and land the car onto a thug and a destructible building.



Head under the main freeway, avoiding the yellow V-8 parked on your left, and make a long power slide to the right, around the garbage cans. Aim to crash your car through the side of the wooden building. Go through the middle of the structure so it collapses completely.



Race forward heading south. You may hit an exploding barrel. Readjust your alignment and hit the thug standing in front of the shallow ramp that leads through another half-built structure. Ease off the gas so you don't ram the ceiling. Inside, smash into a stack of barrels, and come out the other side.

Now for a tricky maneuver. Ahead and to the right is a large blue cylinder; a punk stands to the left. Accelerate at the cylinder, tap

the e-brake, slide 180 degrees around, and slam your car's left rear side into the cylinder, knocking it off its base and exploding it.

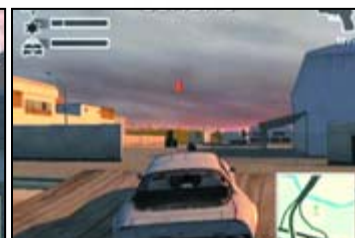
The maneuver is necessary to destroy the next set of junk. Heading north, weave right around the first freeway support column and left around the next, slamming into the barrel stack. As you hit this stack, begin a long left turn.



Pass between the on-ramp overpass strut on your left and a yellow V-8 on your right. Ignore the thugs, and aim straight through the glass walls of the next building on your list of destruction. As you emerge from the other side, steer slightly to the left.



This prevents you from hitting a wall on your right. Aim directly west and accelerate through the wire fence and into a half-built wooden walled structure. To set your trajectory up for the next area, ram through the far right corner of this structure.



This allows you to head up the ramp to the brick building. Ease off the gas so you don't scrape the ceiling, then slam into the barrels and shoot out the exit ramp. Make an immediate, sharp skidding turn to the left. Again, ignore those thugs.

Time for the penultimate rampage! As you swerve left, aim for the low wooden ramp between the wire fence and pass over it. Miss this ramp, and you're stopped short, then peppered with gunfire as you reverse again. Jump this ramp in one fluid motion.



Accelerate after you're over the ramp, busting apart an incoming fence's left corner, and aim for the barrel stack ahead. As you slam into the stack, turn left. Keep up your speed for the destructive finale.



Now for the trickiest dockyard maneuver: Straighten up, blast through two wire fences, and aim for the rubbish bin ramp up ahead. You must hit this directly straight on, at three-quarters of your top speed at least, to avoid missing your landing spot.



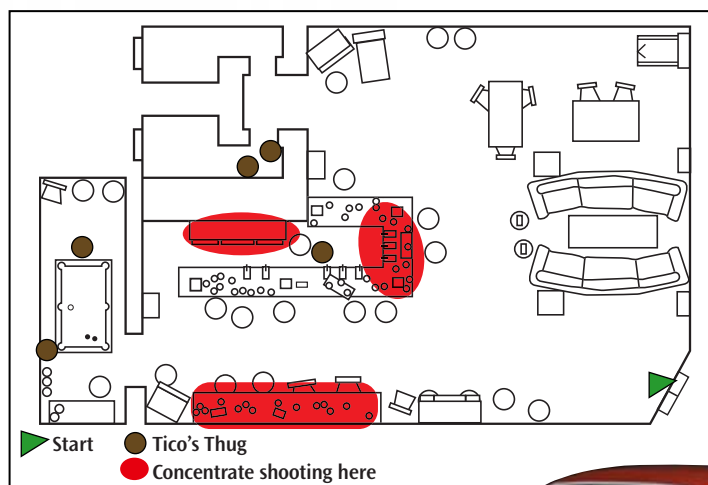
The landing spot is the roof! On the roof, continue forward into the final stack of barrels, and your wanton destruction is over. Lomaz is suitably impressed, but wants to test your mettle on one more task.

Drive back to where you met Lomaz. The quickest route is away from the last stack of barrels on the roof. Head around the building, passing the rubbish bin ramp and the remains of the penultimate barrel stack on your right. Head around the warehouse next to the docks.

If you're trying to perfect your wheelman skills, finish the rampage with 36 seconds left on the clock—that's the fastest time around!

**TIP**

## Part 3: Ransacking the Red River Bar



With Lomaz still chaperoning you, step into the other V-8 and head directly to the Red River Bar. It's on the north side of Little Havana, and only takes around a minute to reach. We're taking the only direct route.



If you fail your mission after you head toward the bar, you restart from this point until you quit the game or finish the mission.

**NOTE**



Head through the gates ahead, then speed down the rough road all the way to the end. Squeeze between the wall and the lamppost, then swing left as you drive onto the grass (Waypoint #8). The quickest route out of here is through a nearby hotel's front parking lot.



Head over the grass, slowing down when you reach the grassy mound so you don't flip. Then drive through the gap, across the hotel parking lot to the exit in the far right corner. Head across the oncoming traffic as you reach the East-West Expressway, heading west (Waypoint #9).

Ignore the alley to your right, and head up to the intersection one long block ahead. Make a right turn (Waypoint #10), skidding around any oncoming traffic. Skid early to avoid a crash. Speed northward onto the grass. Come to a screeching halt in the Red River Bar's parking lot.



Lomaz tells you to destroy the joint. There's only 1:30 until the cops show up and the mission fails. They know you're under cover, but Lomaz doesn't. If the cops show up, he flees the scene, ending the mission. Step into the entrance, then turn left into the bar itself.





## Mission #6: Gator's Yacht



Armed with an Uzi, check the poolroom straight ahead for a thug who's spotted you. Tag him immediately, then take out the bartender behind the bar in the middle of the room. Before you shoot up the place, take care of the punks inside. Step into the poolroom.

Drop the thug on the other side of the pool table, and step out of the poolroom area. Work your way counterclockwise around the bar toward the restrooms. Strafe the bar and furniture with Uzi gunfire as you go. If you hate rock 'n' roll, shoot up the jukebox near the entrance to stop the music.

Watch for two thugs who appear from the left side of the restroom corridor. Dispatch both, then check your time; you should have around 1:10 left on the clock. The next 30 seconds are crucial. Return to the bar, blasting anything not yet wrecked.



You can tag chairs, tables, wall hangings, pictures, the pinball and video game machines, even the pool balls on the table, but the most damage is caused by wrecking the bar—specifically, all the glasses, bottles, and beer pumps. If you ignore this area, it's difficult to finish in time.

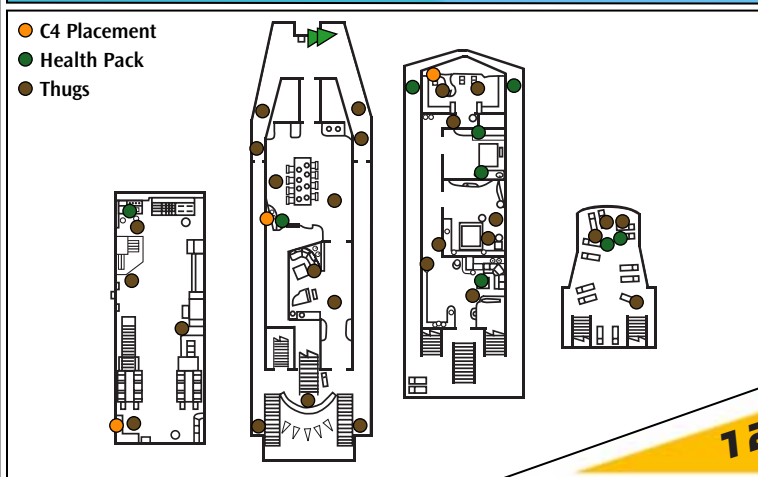
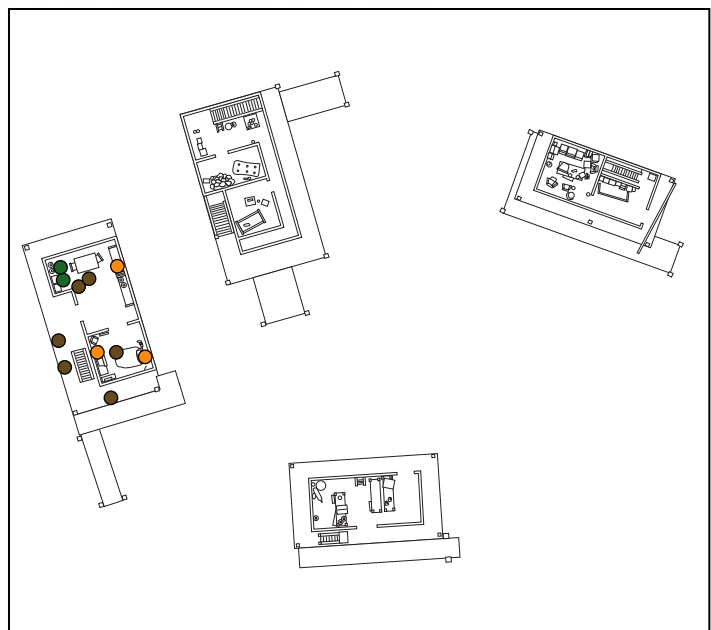
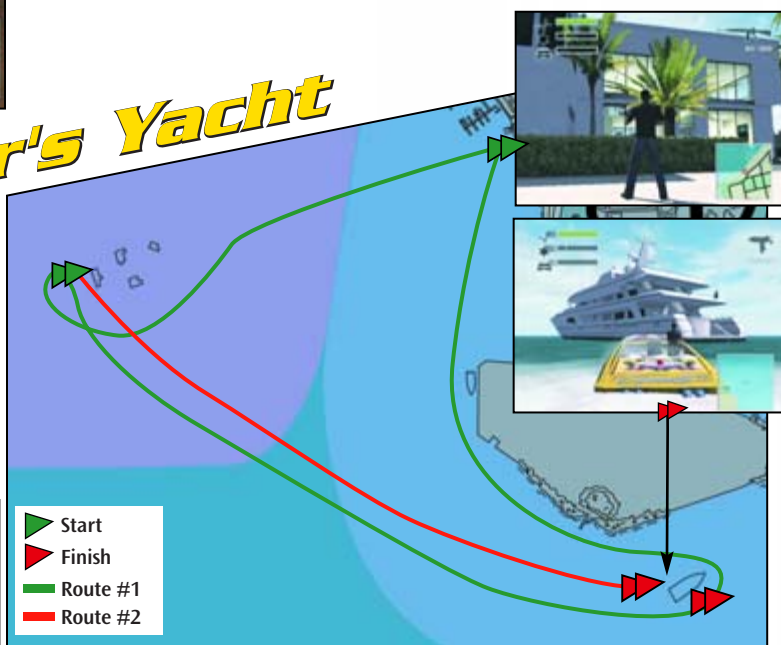
If you shoot the long table near the jukebox, the bar, and the large glass cabinet with all the bottles behind the bar, you're done in no time. It's easier to aim at the smaller bottles in first-person view. With practice, this barroom bulletfest can be finished with 40 seconds on the clock!

When you finish the shooting in time, Tanner exits the bar. "Good," says Lomaz. "You work for us now. Time to take on the Gator...."

## Mission #6: Gator's Yacht

**Mission Start:**  
Tanner's apartment (off Alton Road, South Beach)

**Mission Finish:**  
Gator's Yacht (moored in the Atlantic Ocean, south of Fisher Island)





### Overview

Placing explosives and demolishing a multimillion-dollar yacht isn't the easiest exercise. You have a choice of how much gunfighting to attempt: You can take the C4 without dropping any of Gator's men at Stiltsville, or you can blast them all. After this fight, the mission's goal is boarding and infiltrating the yacht.

Gunfire rings out on all decks as you search for three bomb locations, after which you must flee the vessel within 30 seconds or suffer the same fate as the sinking crew. Gun skills are important here.

#### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SILENCED SERVICE-ISSUE 9MM AUTO  
SERVICE-ISSUE 9MM AUTO  
9MM MACHINE PISTOL

#### Modes of Transportation:

CIGARETTE TOP GUN (OUTSIDE TANNER'S BUILDING, MOORED TO HIS WHARF)

SURF CRAFT (SECURED TO INTERIOR MAIN DECK OF GATOR'S YACHT)

#### Objectives:

1. SECURE THREE DETONATORS OF C4 FROM STILTSVILLE.
2. APPROACH AND BOARD GATOR'S YACHT.
3. POSITION THE C4 IN THREE AREAS.
4. FLEE THE YACHT BEFORE THE EXPLOSION.



#### INT. TANNER'S APARTMENT—DAY

TANNER AND JONES ARE TOGETHER. AT THE START, WE ARE LOOKING AT PROJECTION-SCREEN PHOTOS OF GATOR, TAKEN BY COVERT MIAMI P.D. OFFICERS ON OR NEAR HIS YACHT.

TANNER (V.O.): THIS IS GATOR; CALITA USES HIM FOR ANYTHING SHE NEEDS ON THE ISLANDS. BUT HE SCREWED HER ON THE LAST DEAL. THIS SUPER YACHT IS HIS. SHE WANTS ME TO PUT A HOLE IN IT—EVEN THINGS UP BEFORE SHE THINKS OF USING HIM AGAIN.

CUT AWAY TO TANNER AT THE END OF HIS VOICEOVER, AND THE TWO OF THEM IN THE ROOM.

JONES: SHE USES HIM FOR REPO WORK?

TANNER: SHE HAS TO—THEY'RE GONNA SHIP 20–30 CARS TO EUROPE. YOU NEED A LOT OF MANPOWER TO BRING THAT NUMBER IN.

JONES: BUT WE DON'T KNOW WHO WANTS THEM?

TANNER: WE'VE GOTTA LET THEM GO TO FIND OUT.

JONES: SO CALITA PUT THE DEAL TOGETHER?

TANNER: NO—IT'S WAY TOO BIG FOR SOUTH BEACH. THEY DON'T HAVE THOSE KIND OF CONTACTS. THEY'RE WORKING FOR SOMEONE WHO DOES.



#### INT. ELEVATOR—EVENING

CAINE AND JERICO WALK ALONG A CORRIDOR.

JONES (V.O.): SOLOMON CAINE. THE GANGSTER MOST OTHER GANGSTERS WOULD LIKE TO WHACK. NEVER GOES ANYWHERE WITHOUT THIS MAN.

JONES (V.O.): JERICO. CAINE'S LIEUTENANT AND PERSONAL BODYGUARD. AMBITIOUS, CALCULATING AND, MOST OF ALL, FIERCELY LOYAL—UNTIL NOW.

THEY REACH AN ELEVATOR AND GET IN. CAINE FIRST, THEN JERICO BEHIND HIM.

JERICO PUTS A GUN STRAIGHT TO CAINE'S HEAD—AND FIRES. THE SCREEN CUTS TO BLACK THE MOMENT THE GUN GOES OFF.

JERICO GETS OUT OF THE ELEVATOR ALONE.

## Part 1: C4 from Stiltsville

After Calita finishes her message, head out of your home, around the pool, and down the wharf steps to your Cigarette Top Gun. Step onto it, or appear at the wheel. Start it up, and swing around to the left.



### PATH VARIATION #1: SNEAKING WITH THE SURF CRAFT



Instead of heading to the far Stiltsville building and wreaking havoc with the ne'er-do-wells living there, follow Calita's advice and take one of the Surf Craft from Gator's yacht. Head out from your apartment wharf to the southeast.

Round the corner of Fisher Island until you spot Gator's gigantic boat. Approach it with care; there's a good chance you're spotted if you land to the rear of the vessel. Head to the boat's left and around its front.



## Mission #6: Gator's Yacht



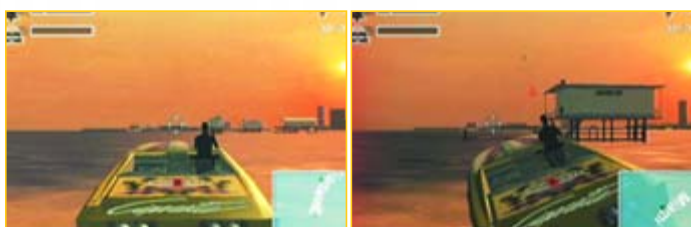
Stop the engine as you reach this side of the vessel. Hop out, dive into the water, and then locate the ladder in the center of the yacht. Quickly climb up and onto the main deck of the boat (Waypoint #1), turn right, and run to the far end.

There's a winch mechanism button here, off the deck, next to the docked Surf Craft. Waste anyone who attempts to stop you. Press the button to automatically lower the Surf Craft into the water.

You're automatically moved to the Surf Craft, which roars to life. Scoot over to Stiltsville, following the C4 location information shown here. If you're riding on the Surf Craft, don't remove a weapon from your holster. You can grab the C4 without firing a shot!



### PATH VARIATION #2: TOP GUN AND RUN



If pretending to be a Gator goon doesn't sit well with you, the alternate Stiltsville infiltration involves you, a plethora of firearms, and a deadly aim. Instead of heading to the yacht to secure a Surf Craft, pilot your own Top Gun powerboat directly toward the four floating buildings.

Shots ring out from all buildings, but the arrow points to the one to infiltrate. If you want to avoid zinging gunfire, make a wide arc around the buildings, heading south around Stiltsville, then quickly dock at the appropriate building and seek cover.

You can also stop at extreme range near each of the three buildings you aren't entering, and take down the two to three goons on each of the exterior decks. That way you won't be injured when you infiltrate the building.

**NOTE**

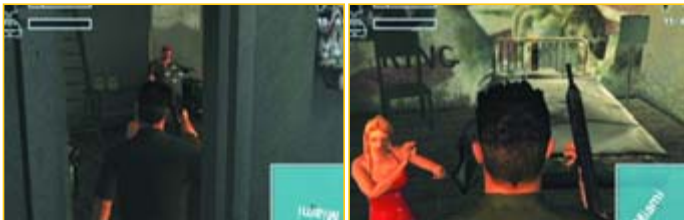


After running your boat into the appropriate building's deck, approach heading east, use the powerboat's bulk to shield you from incoming fire, and tag four enemies on the outside deck.

Hop onto the deck and run up the stairs leading to the upper balcony. There's a doorway ahead on your right. Push it open, but remain on the deck side (unless you're under fire). Two thugs wait around the left door.



Sidestep right, through the door into the room, and empty a clip into both of these guys before they react. If you're winged, check the health packs in the far left corner. Then head to the shelf and pick up the first C4 explosive.



Turn around and find the door in the middle of the wall, to the left of the poster and "we will have to kill" graffiti. Push it open. Inside is a thug accompanied by a "special lady." She ducks, allowing you to blast the thug, although you can spray both of them with bullets.

Enter the room and check the table with the television on it, and the head of the bed. The final two C4 explosive devices are here. Gather both, and then head back out of the doorway to the outside deck.

## Part #2: Raid on Gator's Yacht



Jump off into the water and you appear by the steering wheel of your powerboat. Head off to the southeast, around the right side of Fisher Island. Gator's yacht looms in the distance. Full throttle ahead!

You can enter the boat by hitting the arrow mark at the rear, or by swinging around the side and using the ladder. Either way, enemies assault you. Drop onto the deck, and head to the long side decks on the main level. From the rear, these decks are up one flight of stairs.



As you reach the relative cover of the long deck, you should have taken two or three goons down. At the front end of the deck are two more goons on either side. Waste them, and continue to run around the exterior of the main deck until no more bad guys are left.



Return to the main corridor, turn the corner to the right, and open the door leading to the captain's cabin. At the controls are two thugs. From the doorway, take out the thug standing ahead. Step around the door, facing left, and remove the remaining goon.

**You need to plan your C4 explosive planting. Check the Gator's yacht map to see where to plant each detonator. The boat will blow when you affix the final one, so put the third explosive in the area that affords you the quickest escape. This is usually the main deck interior. Go to the other two locations first, in either order.**

**TIP**



Start up the stairs to the second upper deck. Head up the right side staircase, plugging anyone in the upper deck area, and then check either of the long upper decks for health packs at the far ends.



The first C4 placement point is by the ship's left dashboard and radar area, near the controls. Fit the C4 onto the yellow cursor point, and then return through the upper rooms the way you came. Be ready for a couple of possible reinforcements outside.



Enter the doorway to the steps' right, leading to the roof deck. Inside is a lounge area, where three thugs are relaxing. Not for long—shoot the one near the support wall pillar on the right, then strafe left and bring down the remaining two.



Descend to the engine room in the boat's hull, or head up the main double steps to the roof deck. Pop your head out as you near the top, and you see four thugs waiting to mow you down. Pop them from this partial cover. Then take the extra Uzi and two health packs at the far end of the roof deck.

Descend to the main deck, dealing with any newcomers that have appeared, and then take the door to the left of the stairs. This gets you to the engine room. Descend quickly, because you come under heavy fire.

Quickly inspect this room. The only item of interest is a health pack on the table. Pick it up, and move along the left side corridor. Do this slowly, and don't open either of the doors to the right. Instead, continue until a thug pops out from around the right corner at the far end. Bring him down.



Time to check these two rooms. The door on the left leads to a small guest bedroom with two health packs. The door on the right leads to the Gator's pimped-out master suite, with the finest bed linen, artifacts, and pottery—and two punks to bring down.



As you reach the bottom of the stairs, turn right and blast the goon standing near the piping on the right wall. Then continue forward, around to the console at the far left side of the chamber. Bring the second thug to his knees, and grab the health pack.



Run to the engine room's opposite end. Look for a gap in the far right corner, under the stairs. Plug another goon who steps out to fight you. The second C4 placement point is directly beneath the stairs. Place the detonator here.





## Mission #6: Gator's Yacht



The siren starts to wail, and there's nothing you can do to stop it except finish the job! Head up the engine room stairs, deal with any new threats, then make a plan to hit the final C4 point, which is in the main deck level's far interior room. There are two ways in.

### PATH VARIATION: AROUND THE BACK



The first way in involves a minimum of fighting. Instead of opening the door to the center steps' right, head around to the vessel's rear, near where you took the Surf Craft. A door in the middle of the wall leads to the ship's interior.



Open the door, and immediately down the thug to your left. Enter the room and take down the second thug ahead and to the right, on the dining table's other side. Then check the far right corner; the final placement point is there, above a health pack.

### PATH VARIATION: THROUGH THE FRONT

Push the door open near the rear of the boat, right of the main steps up, and enter another lounge room. Two thugs are in front and left of you, near the grand piano. When the room is secure, grab the health pack on the table.



Head through the door on the opposite wall to reach the other dining room entrance. Shoot at the two thugs to your front and left. The final C4 placement point is here, too. Plant it!



## Gator Outta Here!

The third C4 placement triggers the countdown! You have 30 seconds to flee the yacht. Run out onto the main deck, jump down the stairs to the rear of the vessel (or head down the ladder to the side), appear on your powerboat, and rev that engine!

If you're on the boat when it blows, your mission fails, so turn your speedboat around and get away from the yacht area. The entire yacht explodes in a trio of fireballs. Gator will think twice before dealing with Calita again!





## Mission #7: Trapped

**Mission Start:**  
Mortain Mall, Coconut Grove

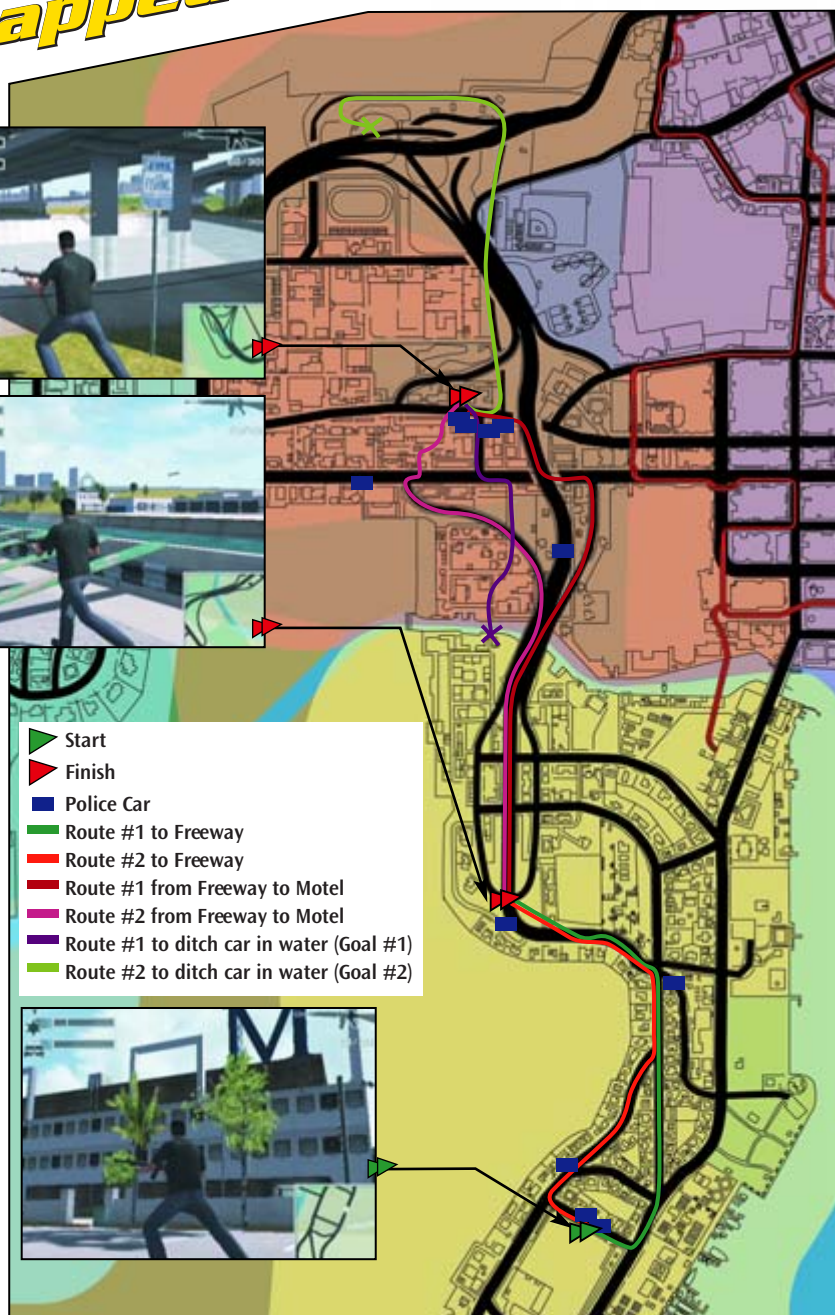
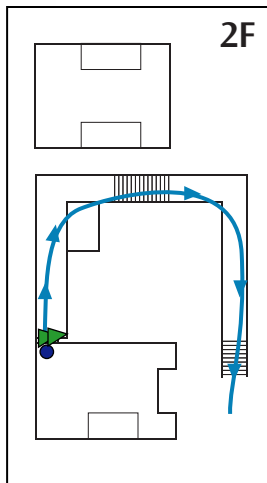
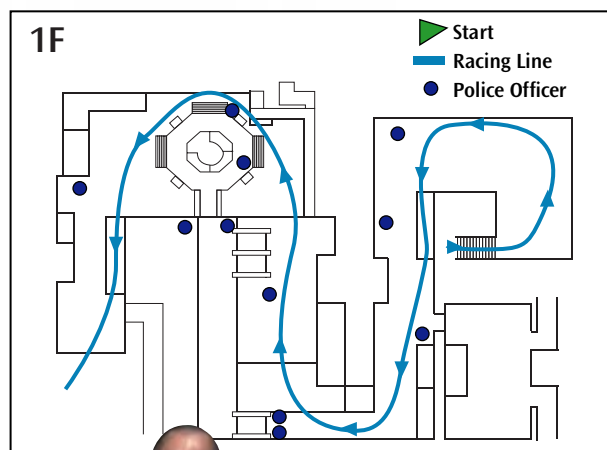
**Mission Finish:**  
Old docks, north of Miami River

**Mission Finish (alternate):**  
Reservoir pools, north of Calita's motel

### Overview

You take the wheel of a luxury motor, and maneuver your way through a shopping mall with the cops in hot pursuit. Plan your next turn ahead of time, ignore the pedestrian cops, and improve your precision-driving techniques so you don't slam into walls on the way out.

Then it's a quick dash to Calita's motel, using a variety of techniques to shake the cops on your tail. For the last part of the mission, ditch the car in water. No problem!



### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
9MM MACHINE PISTOL

### Modes of Transportation:

PATRIARCH TYCOON (MALL INTERIOR)

### Objectives:

1. ESCAPE THE MALL WITH MINIMAL CAR DAMAGE.
2. LOSE THE COPS AND RETURN TO CALITA'S MOTEL.
3. DISPOSE OF THE ESCAPE VEHICLE.

## Miami Mission #7: Trapped



**EXT. GATOR'S YACHT—DUSK.**

**THE GATOR'S YACHT EXPLODES IN A FIERY MULTIMILLION-DOLLAR MASS OF FLOTSAM AND JETSAM.**

**INT. POLICE HEADQUARTERS—DAY.**

**TWO DAYS LATER.**

**THE GATOR WALKS INTO POLICE H.Q. AND DROPS OFF A PACKAGE.**

**JONES (V.O.): NOW, WHAT THE GATOR LEFT IN THAT PACKAGE WAS ENOUGH INFORMATION, A TIME AND LOCATION, TO SET UP THE WHOLE OF SOUTH BEACH—ONLY THE BOYS ON THE GROUND DIDN'T KNOW TANNER WAS WITH THE GOOD GUYS.**

**EXT. STREET IN MIAMI NEAR THE MALL.**

**INSIDE A VAN WE SEE POLICE OFFICERS WATCHING CCTV CAMERAS SHOWING TANNER STEALING A CAR, AND CALITA, LOMAZ AND BAD HAND NEAR A TRUCK, WAITING FOR HIM TO DELIVER IT TO THEM.**

**CAPTAIN (OFF SET): ... JUST SEE A FANCY-LOOKING AUTOMOBILE AND TAKE IT.**

**MOVEMENT ON THE CCTV ATTRACTS THE CAPTAIN'S ATTENTION TO THE SCREEN.**

**CAPTAIN (INTO HEADSET): LIKE THE LONG ARM OF THE LAW AIN'T EVER GONNA BE AROUND THE NEXT CORNER RIGHT THERE TO SLAP 'EM.**

**SLAP 'EM S'HARD, SO THEY NEVER GET UP...**

**CALITA ENTERS THE MONITORS' SCREENS.**

**CAPTAIN (INTO HEADSET): DAMN, I'LL BUST HER ASS JUST FOR LOOKING GOOD.**

**ALL RIGHT.**

**ELEMENTARY SCHOOL DROPOUT FOR SURE.**

**WE WATCH THE SURVEILLANCE CAMERAS AS TWO POLICE CARS GET READY TO MOVE INTO POSITION.**

**CAPTAIN (INTO HEADSET): UNIT 35—CHECK. UNIT 40—CHECK...PREPARE TO INTERCEPT. SUSPECTS ARE ARMED—REPEAT, ARMED. YOU'RE CLEARED FOR USE OF FIREARMS.**

**WE WATCH THE SURVEILLANCE CAMERAS AS TANNER IS SEEN APPROACHING THE AWAITING TRUCK.**

**CAPTAIN (INTO HEADSET): OKAY, LET'S MOVE, MOVE, MOVE!**

### Part 1: Escaping the Mall

The mission begins as you smash through the parking garage doors and enter the Mortain Mall with the police in hot pursuit. You must escape the mall with your vehicle intact.



There's only one main path through the mall with very few detours; if you get confused, just look for the big green exit arrows on the walls.

**TIP**



Option 1: Drive quickly but carefully through the first few turns to outrun the cops.

Option 2: Shoot the cops so they can't pursue you through the mall.

It's almost impossible to negotiate the tight turns of the mall corridors with the aggressive police cruiser smashing into the back of your car. You can block off the police cruiser, then get out of your car and blast the cops, or you can outrun the cruiser by driving quickly and carefully through the first few turns.

Exiting the car is risky, as the cops might run you down with their vehicle, rather than get out and shoot it out with you.

**CAUTION**



The first section of the mall is straightforward. Two sharp rights and a sharp left bring you to a small food court guarded by one cop on foot.

You can plow through storefront windows with minimal damage to your car. This helps round off the sharp 90-degree turns, and it makes it tough for the stationary police officers to draw a bead on your vehicle and shoot it.

**TIP**



You can either run down the cop or speed past him as you make a left turn and continue down the hall. Stick to the inside of the turn to smash through a clothing store, or take a wider turn to speed down the tile floor. Watch out for the cop on foot just past the clothing store.

Two cops on foot wait for you with guns drawn as you round the next right turn. Make a sharp right turn just before them and drive through the Café Lyon.



At the other end of the Café Lyon is a wide-open area guarded by another cop on foot. Drive over the benches and planters (and the cop) if you like. Continue straight.



If you decided to drive between the two cops, you appear in an elevated part of the same area, left of your previous location. Turn left at the end of the hallway.

**NOTE**



Option 1: Go around the red-and-yellow coffee hut.



Option 2: Fly off the stairs and over the hut.

Make a wide U-turn around the red-and-yellow coffee hut on the raised platform at the hallway's end. You can also jump off the stairs leading up to the hut, but maintain control when you land—if your car flips upside down, you fail the mission. A couple more foot cops blast you to bits if you stay still too long.

Option 1: Drive down the tiled hallway and make the sharp left at the end.



Option 2: Crash through the clothing store to the left.



You're almost out of the mall. Drive down the tiled hallway with the single foot cop at the end, or smash through the clothing store on the left to avoid his bullets.

Now, make the sharp left at the corridor's end and crash through the glass doors printed with Ms. Beware of the sharp right turn immediately after the doors.



To negotiate through this final tricky turn, crash through the clothing store, smash through the M doors at a 45-degree angle, and slip around the final corner without clipping your bumper's right corner.

**TIP**

## Part 2: To the Freeway



Drive between the cop cars to escape a collision, then turn right or left.

After crashing through the final set of mall doors, drive straight down the hall and between the two cop cars roaring toward you as you approach the exit. Drive between them, then turn either right or left; head to the freeway that takes you back to your hotel. Both pathways are described here.

Drive past the cop cars first, then turn right or left. Turning before you're past the cops results in a head-on collision that damages your car and costs you momentum.

**CAUTION**

### PATH VARIATION #1: RIGHT TURN FROM THE MALL

After turning right from the mall exit, take the first left. You soon see a three-pronged fork in the road (you can make a sharp left, a slight left, or go straight); take the slight left. Stay on this road until you reach the point at which the two pathways from the mall merge (see "Merged Paths" below).



## Miami Mission #7: Trapped

### PATH VARIATION #2: LEFT TURN FROM THE MALL

If you turn left after exiting the mall, drive to the street's end and hang a right. Another police cruiser intercepts you after you make the right turn. Get out of the car and shoot the cops, or remain in the car and try to lose them.

Shortly after the police cruiser shows up, the right and left paths from the mall merge into one street that leads to the freeway. Continue with the "Merged Paths" section.



### Merged Paths



Immediately after the junction of the two paths from the mall, turn left onto the S-shaped road leading to the freeway. Watch out for the palm trees in the median—hitting one damages your car and stops you.

If you're a skilled getaway driver, you can slalom between the palm trees—try tricking the cops into hitting them.

**TIP**



To save some time (and avoid a cop waiting at the freeway entrance), cut across the park on the inside of the right turn onto the freeway.

## Part 3: From the Freeway to the Hotel

There are two ways to reach the hotel from the freeway. The first is for those who want to play it safe, and the second is for advanced drivers.

Instead of taking the freeway, you can take the smaller roads that run beside and below the freeway. Follow them to the freeway exit ramps and continue with the drivethrough from there.

**NOTE**

### PATH VARIATION #1: GO WITH THE FLOW

After cutting across the field, drive onto the right side of the freeway and merge with traffic. This is the most predictable route. It virtually guarantees that you still have cops following you, but it's also the safest.

Take the first exit on the right side of the freeway to approach the hotel. Turn left at the end of the exit.



Option 1: Go under the overpass to reach the hotel.

Option 2: Go past the overpass and take the first right to reach the hotel.

There are two ways to reach the hotel from the exit ramp. After turning left, you head toward the freeway overpass. Turn right under the overpass and crash through the fence to reach the hotel (and a police roadblock), or go past the overpass and take the first right.

Either way, you must get rid of any police still on your tail by exiting the car and shooting them, or by using the evasive techniques covered in the "Driving Games" section. After you're no longer being followed, head for the hotel to complete this part of the mission (it's marked with a giant orange arrow).



### PATH VARIATION #2: ONCOMING TRAFFIC



A far riskier maneuver is to enter the freeway on the left side, against oncoming traffic. This makes a critical head-on collision more likely, but the pursuing cops face the same risk.

Take the first exit ramp from the freeway. This is the most dangerous part of this route, as the ramp is much narrower than the freeway.



At the foot of the exit ramp, drive straight through a narrow carport to enter a labyrinth of corridors and fences that lead to the hotel.



From the carport, turn right through a gate and take the next left. At this point, you must lose any cops that are still tailing you before you can reach the hotel and complete the mission.

Either exit your car and shoot the cops, or use the techniques covered in the "Driving Games" section to throw them off.

After you've dealt with your pursuers, turn right down an alley littered with metal drums. Turn left at the alley's end and crash through a fence. The hotel is directly in front of you, marked with a big orange arrow. If you have no pursuers, go straight toward the hotel to complete this part of the mission.

## PATH VARIATION #1: GOING SOUTH

To reach the river to the south, leave the hotel parking lot and backtrack toward the freeway overpass.

Before you reach the freeway, however, take a quick right and head down an unmarked alley to an industrial yard surrounded by fences.



When you reach this point, you can see the river on your minimap—it's directly in front of you. Drive through the industrial yard until you reach the river, and then drive the car straight into it to complete the mission.



## Part 4: Ditch the Car

After you reach the hotel safely, everyone gets out. Calita tells you to ditch the car in a body of water to destroy the evidence. Any body of water will do—there's one to the south and another to the north.



You must submerge the vehicle to complete the mission. If you don't, it's evidence for the police to find and causes mission failure.

**CAUTION**

## PATH VARIATION #2: GOING NORTH

To reach the pond to the north, leave the hotel and follow the street that runs parallel to the freeway overpass to the north. As you cross under the freeway, you see the pond in the upper-left part of your minimap.

After crossing underneath a second overpass, follow the road as it curves left. There's road construction that can lead to some fantastic jumping opportunities; just don't flip and wreck, lest you fail the mission.



After the construction, go off-road to the left and crash through the gate in the concrete wall.



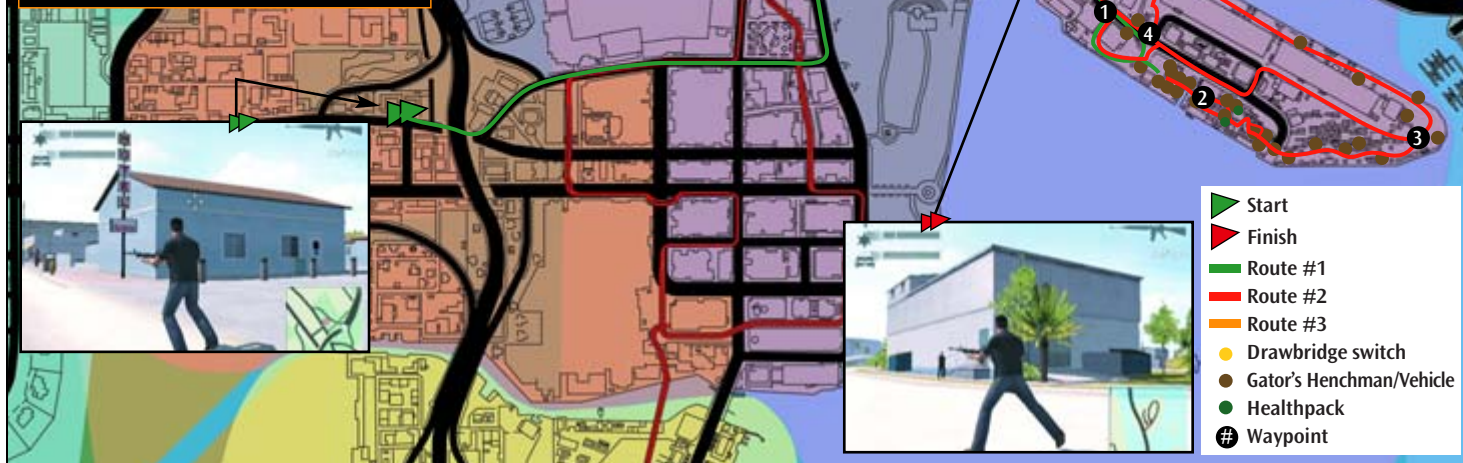
Turn left after crashing through the gate to see the pond under the overpass. Drive the car into the pond to complete the mission.



# Mission #8: Dodge Island

**Mission Start:**  
Calita's motel (off East-West Expressway)

**Mission Finish:**  
Warehouse (San Marino Island)



## Overview

What seems like a car pick-up job turns into an assault on Gator's main forces in Dodge Island's maze of containers, warehouses, and dockside debris. You need to head to Gator's warehouse with the money, extricating yourself from any police tails.

After Gator double-crosses you, flee his henchman-heavy facilities as rapidly and professionally as your dexterity and trigger finger allow. Once out of the island, dash to Calita's safe house area to report on this double-crossing soon-to-be-tagged scumbag.

## Part 1: An Audience With Gator



**CALITA'S GOT A JOB FOR YOU. GATOR IS RE-EVALUATING HIS WORKING RELATIONSHIP WITH SOUTH BEACH, AND CALITA WANTS YOU TO TEST HIS LOYALTY. THERE'S A CAR TO PICK UP AFTER A VISIT TO HIS DODGE ISLAND WAREHOUSE.**



Reverse out of the motel parking lot, taking care not to ram any of the palm trees. Gun the engine, roar under the freeway, and take a left at the corner parking lot, heading northeast through downtown—the route you took when chasing Baccus.

Instead of making a right on the 1, turn left and head north to the junction with the Freedom Towers on your left and the arena ahead to the right. Scoot down here, obeying traffic laws so you don't get a cop on your tail.

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
9MM MACHINE PISTOL

### Modes of Transportation:

'69 BRUISER (CALITA'S MOTEL PARKING LOT)  
HUNTER 313T (GATOR'S WAREHOUSE, DODGE ISLAND)  
GRANDE SPEDIZIONE 76 (VARIOUS PLACES, DODGE ISLAND)  
SCOUT CARGO VAN (VARIOUS PLACES, DODGE ISLAND)  
PACKER TRANSPORT TRUCK (VARIOUS PLACES, DODGE ISLAND)  
SURF CRAFT (UNDER DRAWBRIDGE, DODGE ISLAND)

### Objectives:

1. MEET GATOR INSIDE HIS WAREHOUSE TO CHECK THE MOTOR MERCHANDISE.
2. ESCAPE DODGE ISLAND AFTER THE DOUBLE-CROSS.
3. FLEE TO CALITA'S WAREHOUSE AND SAFETY.



There are two possible entrances to Dodge Island and both need a clear felony rating, so deal with the cops before you reach Waypoint #1, a tunnel between two warehouse buildings to the dock. Take this.



At the other side of the tunnel, swing left, heading east across the docks through a chain-link fence, and to Gator's warehouse entrance. Follow the arrow and park your Bruiser on the ramp near the door with the peeling paint. This is one way of entering the facility.

The other is to continue to Waypoint #4, a gate guarded by goons. Don't resort to gunfire yet—Gator may be on the level. Instead, exit the vehicle and press the barrier button to open the gate. Drive through, make a right, and head to the arrow and an audience with Gator.



**INT. SHACK CABIN INSIDE WAREHOUSE—DAY**

**TANNER WALKS INTO GATOR'S OFFICE. TANNER IS CARRYING A CASE.**

**TANNER: I'M HERE FOR COLLECTION.**

**GATOR: I GOT EARS AT THE DOCKS SAY LOMAZ IS MOVING HARDWARE AND YOU'RE LEAVING.**

**TANNER HANDS OVER THE CASE. GATOR OPENS THE CASE.**

**INTERCUT: ACTIVITY IN THE WAREHOUSE—SHORT SHARP SHOTS, MOVEMENT OF PEOPLE ON THE GANTRIES.**

**GATOR: GOOD....DID YOU COME ALONE?**

**TANNER: I BROUGHT ONE OF THESE.**

**TANNER MOVES HIS JACKET TO ONE SIDE TO REVEAL A GUN HANDLE STICKING FROM THE TOP OF HIS PANTS.**

**GATOR: NO, NO, I JUST MEAN....LOOK, CALITA AND ME ARE COOL, RIGHT? IT'S BACK TO HOW IT WAS, YEAH?**

**TANNER: IF I CAME HERE TO KILL YOU, YOU'D BE DEAD. KEYS?**

**GATOR: ON THE DASH.**

## Part 2: Dodging Dodge Island



That two-bit punk Gator may have a car for your collection, but he's also put a price on your head. His squad of henchmen intends to ensure you don't make it off Dodge Island alive! The door you used to enter this building locked behind you. There's no exit!

As the action starts, tag all eight goons standing atop the balconies, four on either side of you. Take each down before moving to the next, and keep moving so incoming bullets don't wing you.

### THE WHEELMAN PLAN

This gunfight takes accurate shooting, and you'll be wounded. The easiest plan is to hotfoot it to the Hunter (that gleaming sports car), and stomp on the gas. See that large plate glass window ahead? You're going through that!



Ignore the bullets zinging around you and put that pedal to the metal. Your car functions well enough to launch through the window, over a narrow concrete water inlet, and land in the container docks on the other side. Accelerate forward.



For a less impressive method of leaving Gator's hideout, trot up the ramp on foot, blow out the window with your weapon, and leap to the container dock. You fall short, into the water, but there's a ladder to the right to climb up.

If you made the jump in the car Calita had you pick up, you need to make a decision: There's a container dropping ahead, and it looks like it could land on your vehicle! Do you accelerate forward, or stop?

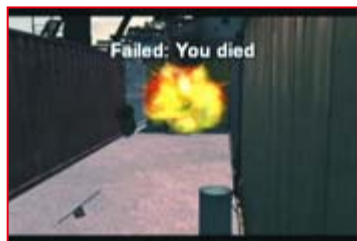
## Miami Mission #8: Dodge Island

Calita isn't getting this car. If you don't delay, you can drive the car beneath the container before it drops. When you achieve this, swing the car right into a punk, and bail out.



There's a punk to challenge you, too! You see him through the doorway, so pick up any health you need, drop down the steps into the lower interior chamber, and take out this thug. He's either behind the trailer or to the right, near the wall.

Drop down and into the bay opening, but only after you look out and to the left, to see two punks running in. Shoot them before they take up defensive positions behind the garbage can and the barrels to the left and in front of you.



If you pause, ease off the gas, clip a wall, or slow, you don't make the stunt, and Tanner expires in a fiery sports car with a container on top of him!

**CAUTION**



If you decided to walk to this area, or to stop before reaching the container, continue on foot down the path between the stacks of containers. Bring your Uzi out as you reach the hazard signs in the middle of the path—an enemy pokes out of a gap along the right side.



Plug him, advance to this gap (it is the way around the fallen container), and make an immediate left turn. Tag the incoming enemy before he seeks cover behind the crane support structure. Continue forward, turn right, walk around the gap, and face left.

You're past the fallen container. The way to the left is blocked. Shoot the left punk as you step into the open area, then swing right and blast the guy near the green container at the foot of the steps. This is the thug you ran into if you took the car.



Train your weapon at the doorway ahead. Blast the thug appearing there. Run to the steps, vault up them to the doorway, and make a left. You're inside a small warehouse with two health packs to claim.



When you finish these punks, you can't get into the building. If you're desperate for any remaining health packs, shoot a barrel with your pistol until it rolls to the foot of the bay opening. Leap up on that and into the building, and claim your health.

**TIP**



Turn southeast, approach the left corner of the container ahead, step out, and tag the thug to the right, one of two guarding a health pack. If you miss him, he runs to a defensive position on the right.

Step out and tag the other thug before you run for the health. Continue into the narrow gap, blasting the thug who steps out from the right side. Instead of moving to where he came from, continue down this path and take out another punk who pops out from the right side.

Sidestep out facing southeast and tackle the last two thugs you meet on foot. They guard the maze's exit. Blast them (the second runs and hides to the right of the exit container, near another health pack), and step into the open.





Gator's forces mean business! A car and a van screech to a halt ahead. Run at the car as it stops, and gun down both punks before they step out. Now you can either enter this vehicle, or crouch and use it for cover.

The van's occupants step out, and two more punks wait at the construction hut ahead and to the right. You don't want to be overwhelmed, and you have two vehicles to choose from for this getaway. Blast the van's occupants (crouch and shoot their feet out from underneath the van).



### THE WHEELMAN PLAN



Which vehicle do you pick? There's the Grand Spedizione (car) or the Scout Cargo Van, and farther along in your escape is a Packer Transport truck. Opt for the truck. It powers through any road blocks, and you take less damage when fired upon. Despite its large size, if you're adept at driving through narrow spaces, it's great to fit through the remaining dock obstacles!



For the moment, hop into the car or van and drive southeast toward the long dock under the cranes. The exit gate is locked. As you pass the thugs at the hut, look ahead to the yellow container. Swerve to the right around it. If you move left, a van crashes into you, blocking your path.

Swerve around the containers, avoiding incoming vehicles until you reach the long orange one. Move to the left of this,

and a Packer Transport truck rumbles in from the left. Get out of your vehicle, deal with the driver violently, and enter the truck. You've got the perfect escape vehicle!

### ROUTE VARIATION #1: DOCKSIDE RAMPAGE

For best results, take the Packer truck down this route.

**TIP**



Race out of the crane container dock, then screech left in a wide arc, around the end of the docks (Waypoint #3), and head northwest along the dock area's right side, away from the containers. As you go, either avoid or slam into three cars and a van. If your vehicle is damaged, you can hijack these vehicles after removing their occupants.

Now comes a crazy obstacle course! Continue along until you reach a gap between two yellow containers. A van blocks the gap, forcing you to head up and over a hump. If you turn right, you drop into the water! (This isn't such a bad plan; see "The Wheelman Plan: Swim for It.")



If you're on the docks, weave between two yellow containers, and slam a van out of the way at the half-constructed house with the thug outside. If you're in a car, drive up the house ramp and out the other side.



Head between the orange containers and slam another van out of the way before reaching a final set of containers. A Packer Transport truck appears from the left. If you're driving a car, swerve right, around it. If you're in a truck, ram it out of the way!



Gator's men block the entrance ahead with a truck. Turn left here and go to Waypoint #4, the barrier.



## Miami Mission #8: Dodge Island

### ROUTE VARIATION #2: STRAIGHT SHOT

Take the car down this route.

**TIP**



As you emerge from the crane unloading area (at Waypoint #3), instead of heading around the dock's edge, make a sharp left, over a sand pile and between a yellow and a white container. Do this before two cars and a van pile into you. Head north and continue forward.

Although it doesn't look like it, there's a gap between the green and yellow containers ahead and on your right. Skid right, then power through the gap (don't use a Packer truck). At the end of the yellow container, skid left around it, then swerve left around the stack of orange containers.

You're heading northwest. Accelerate down the long paved dock area, then continue past the last yellow container and through the gate behind it. You're on the road. Head for the barrier gates!



### THE WHEELMAN PLAN: SWIM FOR IT

You can bypass the container maze without being shot. As Part 2 begins, drive the Hunter out of Gator's warehouse and drop it into the concrete water inlet. Exit the vehicle, then swim south, out of the inlet.

Turn right, and swim northwest. Ten minutes later, you reach the Dodge Island drawbridge and the Surf Craft moored under it. Escape to victory!



You don't need to reach Dodge Island. If you reach Waypoint #3, ditch the vehicle you're in, dive off the dock's north edge, swim for Star Island (Waypoint #8), commandeer a vehicle, and finish the mission.



### Part 3: A Bridge Too Far

When you reach the barrier, a group of thugs waits to open fire. Head through the chain-link fence around the far side of the island and through that tunnel you used at the mission's beginning.



Floor it! Head for the drawbridge, but watch out: It's raising. If you're in the car, accelerate, slam into the bridge, and drive up and over it in a ramped jump! You land right side up on the northwest side.

If you're in the Packer, it's more dicey. Accelerate up the bridge. If you're fast enough, you can make it to the top, but the weight forces the truck either back down or into the gap in the middle, where it plunges into the water. That's OK. Swim for it!



If you stop at the bridge, blast the thug on the right and any others you see, then enter the small bridge control room on the left. Turn right, dispatch the bridge operator, and press the button. This lowers the bridge, securing your freedom!



Now you can flee to Calita's warehouse. You can drive to the northwest side and take a shortcut via the arena exterior steps (Waypoints #5, #6, or #7), then drive onto the MacArthur Causeway to freedom!



Or, you can head down the steps winding around the drawbridge control room to the water, where there is a Surf Craft. Turn it around and head north under the bridge, make a right, and run aground south of the warehouse, near Waypoint #8.



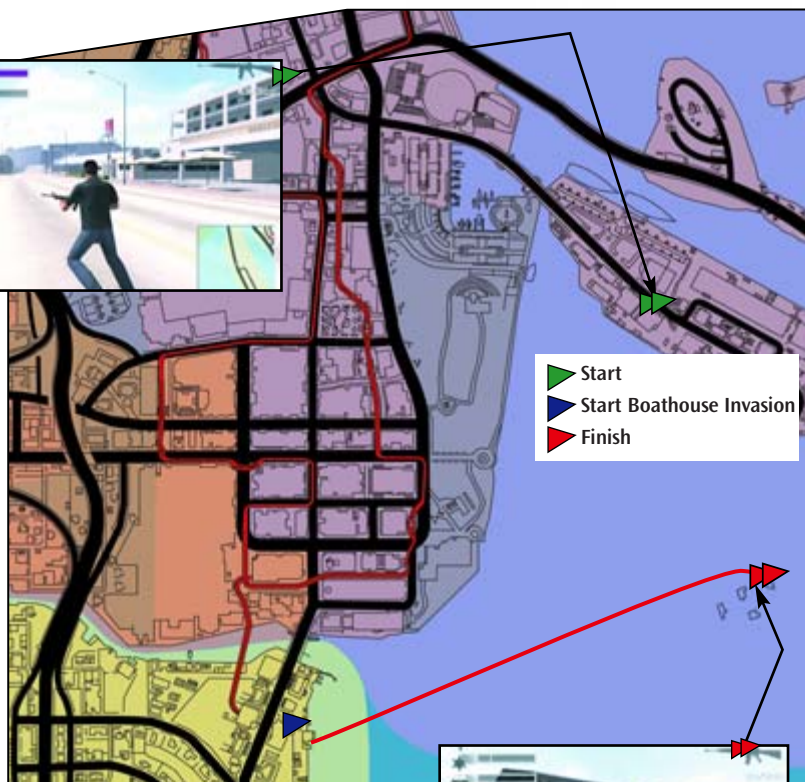
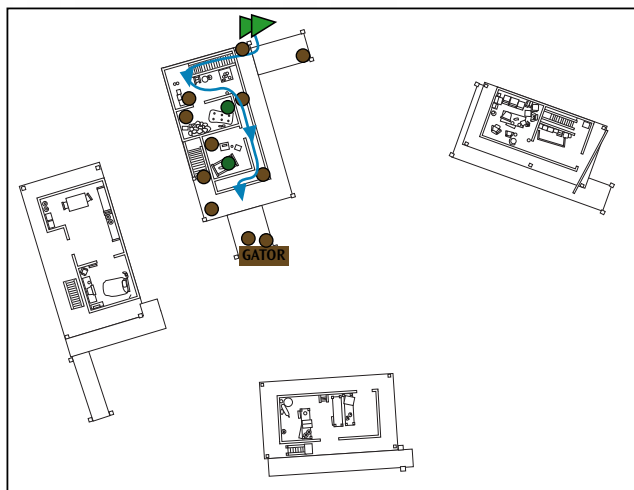
As you continue to Calita's, three vehicles containing the remnants of Gator's gang confront you. To rid yourself of them, get to the warehouse, park near cover, and blast each vehicle's occupants in quick succession.

Crouch near your car and shoot your foes until you see a sign letting you know you lost your tails. The warehouse's double garage doors open, allowing you to drive or walk in and explain to Calita how much of a scaly scumbag Gator is.

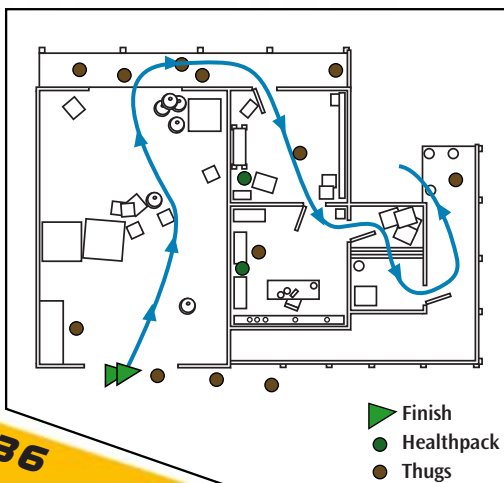
## Mission #9: Retribution

**Mission Start:**  
On the Port Boulevard, near the barrier, Dodge Island.

**Mission Finish:**  
Northwest Stiltsville building



Start  
Start Boathouse Invasion  
Finish



## Overview

Gator is now a threat to Calita and Lomaz. Take a vehicle from Calita's stock, and disable Gator's bodyguard vehicle as you chase him around downtown—to his boathouse on the bridge's south side. Here, keep Lomaz alive and deal with Gator's remaining forces while quickening your pace.

When Gator leaves the boathouse, secure a chase boat, leaving Lomaz to mop up, and speed to Stiltsville. Follow Gator through one of these floating huts, and get revenge. If your gunfire is accurate, and you hang back when under attack to gauge where the fire came from, Gator falls.



# Miami Mission #9: Retribution

## Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
12-GAUGE ASSAULT SHOTGUN (PICK UP)  
MP SILENCED  
9MM MACHINE PISTOL

## Modes of Transportation:

EL TORO GT500 (AS MISSION BEGINS)  
CIGARETTE TOP GUN (BOATHOUSE MOORING)

## Objectives:

1. REMOVE GATOR'S BODYGUARD VEHICLE FROM THE EQUATION.
2. CHASE GATOR TO HIS DESTINATION.
3. REMOVE GATOR'S FORCES FROM THE BOATHOUSE.
4. CHASE GATOR TO STILTSVILLE AND TAKE HIM OUT THERE.

### INT. WAREHOUSE—EVENING

CALITA MAKES A CALL, WITH TANNER, BAD HAND, AND LOMAZ LOOKING ON. SHE RINGS GATOR—IN HIS PORTACABIN OFFICE.

CALITA: YOU KNOW WHO THIS IS.

GATOR: YEAH, I KNOW WHO THIS IS. YOUR DRIVER CAME TO COLLECT THE CAR—EVERYTHING OKAY?

CALITA: (PAUSE) OK, FORGET THE CARS.

GATOR: WHAT DO YOU MEAN, FORGET THE CARS?

CALITA: YOU'RE NO GOOD TO ME NOW, GATOR—YOU'RE A DEAD MAN.

SHE HANGS UP.

LOMAZ READIES HIS GUN AND EQUIPS HIMSELF. TANNER IS ALREADY READY. CALITA LOOKS AT THEM—WE SEE TANNER AND LOMAZ READY TO LEAVE.



## Part 1: Downtown Chase

The following chase (Downtown Chase) involves pursuing your enemy around the city in a random route; your foe usually changes course a number of times, even if you replay this part of the mission. Therefore, the route described here, and the elements to watch for are general tips, and may not specifically apply to your chase. However, your final ending location is the same, no matter what route you take.

**NOTE**

As the action begins, you and Lomaz are in hot pursuit of Gator and his bodyguard car. Head northwest over the drawbridge and off Dodge Island.

Your primary objective is to remove the bodyguard car. If you don't, it stops or sideswipes you while Gator makes his escape. Quickly aim and shoot at its rear.



It doesn't take you long (over the drawbridge's north side) to disable that vehicle. As it crashes into a wall, turn your attention to Gator's car. It takes the corner by the Freedom Tower, heading left. Follow him as closely as possible.

Gator winds through downtown, attempting to shake you. Stay close to him, but don't ram him—his car is specially reinforced. Shooting at him only scratches the vehicle, so concentrate on steering. After accelerating south for a block, he may swing into oncoming traffic for another block before making a sharp right turn near a large gray hotel. Power slide around to the right after him. He's going to turn shortly, so watch out for when and where.

Watch out! He usually makes a sharp left half a block up, into a narrow alley. Follow him down, then immediately skid left as Gator turns and heads east.



Almost immediately, Gator swings south around the parking lot. Continue after him, preparing to turn left as you both reach the main street. Gator then winds his way back, returning to Highway 1.

Gator continues south under the monorail, then drives through the chain-link fence and into the large parking lot. He exits by smashing a fence, then steams through the intersection north of the bridge, skidding left and over the bridge. Follow him across the bridge; Gator makes a sharp left turn as he heads between two skyscrapers to his boathouse hideaway. You automatically follow him in. Prepare for combat with Gator's goons!

## Part 2: Boathouse Fracas



Gator exits his vehicle, runs into the boathouse, and assembles his remaining boathouse forces. You exit the vehicle, and the gunfire begins!

Remember that Lomaz is helping out, but he's more of a hindrance; the mission fails if he's taken out. He moves slowly and can't cope with more than a couple of punks at a time. Ensure his safety outside, then leave him to follow you.

**NOTE**  
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As the gunfight begins, target and tag the punk in the boathouse garage doorway, then swing right and tackle the two thugs behind cover in the open area. This ensures Lomaz's survival. Immediately head into the boathouse garage.

There's a second thug at the boathouse entrance. Beat Lomaz into the garage and tag the thug, then race to the central boxes and bring down the guy running in from the deck. Work your way around the boxes' right side.

Three thugs barge in, one from the left and two from the right of the deck garage door. Tag the left one, then sweep right with an Uzi clip to bring down the other two. Head to the water deck, turning right as you go.

There's a thug at the deck's far right end. Bring him down, then run to the door on the right wall and push it open. Use the door as cover, and blast the thug ahead of you. Enter the storage room. Grab the health pack on the right.

Exit via the door in the opposite wall, and enter the office. Immediately swing right and shoot another henchman, near some shelves. Between the shelves is another health pack. You still haven't found Gator, so speed this gunfight up!

Head out the door in the left wall to a small storage area, then head out of that area up the steps and to the left. Swing left as you emerge; there's another punk by the moorings. Run forward as you drop him.

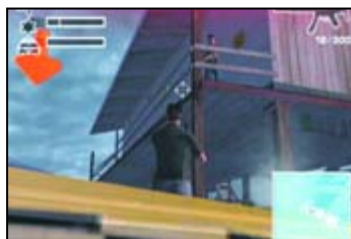
Gator's in a Top Gun powerboat, heading into the Atlantic. Take the identical boat and quickly chase him before you lose sight of him. As you race after him, produce your gun.



Instead, concentrate on hitting Gator's boat as you run aground on the Stiltsville deck. Quickly take out the three waiting goons—Gator has disappeared up the building's steps. Take the first punk out on the jetty.

Look up at the building's deck, where a guy in the near corner is taking potshots at you. He's difficult to spot, but quickly take him out because he does severe damage. Then plug the thug on the deck on the building's other side. Look under the structure to spot him.

Climb the steps, enter the building, and swing quickly to the left. Bring down the thug blasting you. Walk into the tight confines of the interior, and stop by the wall with "no parking" scrawled on it.



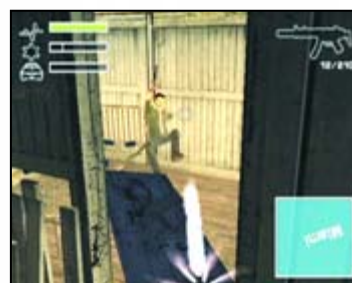
A goon pops from the corridor's right side. Blast him, then blast the wooden door to the right of the "no parking" graffiti. Behind it is another thug, waiting to ambush you. Tag him, then check this bedroom. There's health to the left.

Work your way slowly down the left corridor, training your weapon on the far corner. Stop halfway, and bring down another thug at the far end. Then look for another wooden door on the right wall. Stop before you pass it.

This is an ambush area. Blast the door and the thug lying in wait in the second rudimentary bedroom. Take the second health pack if you need it, then return to the main corridor and work your way right, around the far corner, and open the door.

Gator is below, at the end of the jetty, about to make his final stand. Three thugs are nearby (two in front of him, and one on the same deck as you, to the right). Either plug Gator immediately, or turn and take down the punk to your right.

You can prolong Gator's agony by descending to the outer deck steps and bringing your weapon to bear on this once-powerful gangster. A quick burst from your machine gun finishes him off, and he falls back into the water. See ya later, Gator!



## Part 3: Gator's Final Stand

Follow Gator east across the ocean, until you spot the wooden structures of Stiltsville. Gator has moored his boat at the northwest building (left, as you enter from the west). Firing at Gator on the way in has little effect.



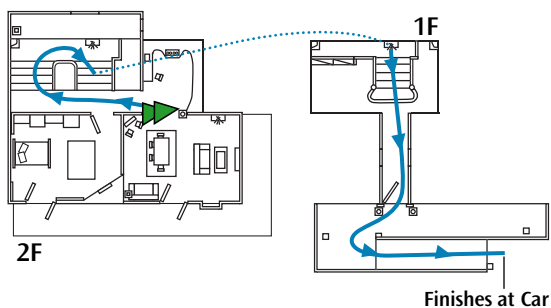
# Drivethrough Missions: Nice

## Mission #10: Welcome to Nice

**Mission Start:**  
Safe house, east of Regina Palace

**Mission Finish:**  
Safe house, east of Regina Palace

### Safe House



### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
12-GAUGE ASSAULT SHOTGUN  
MP SILENCED  
9MM RAPID-FIRE MACHINE PISTOL (PICK UP)  
9MM MACHINE PI

### Modes of Transportation:

LE COMPACT XS (BOTTOM OF RAMP OUTSIDE SAFE HOUSE)  
LASTWAGON KASTEN (OLD TOWN MARKET PLACE, DRIVEN BY BAD HAND)

### Objectives:

1. MEET UP WITH CALITA IN THE OLD TOWN.
2. PROTECT HER FROM ENEMY GUNFIRE AS YOU RUN TO BAD HAND'S VAN.
3. KEEP THE PURSUING VEHICLES AT BAY FROM THE BACK OF THE VAN.



INT. CHARLES DE GAULLE AIRPORT—DAY.

TANNER IN TRANSIT.

TANNER GREETES THE FRENCH BOSS AND THE FRENCH AGENT AT THE AIRPORT. WE CUT IN AS THE INTRODUCTIONS ARE TAKING PLACE—BUT, THOUGH WE SEE THEIR MOUTHS MOVE, WE DON'T HEAR WHAT THEY SAY. WE ONLY HEAR THE MUSIC.

SUBTITLE: NICE, FRANCE.

THE FRAME STOPS AS THE CHARACTERS ARE INTRODUCED.

JONES (V.O.): HENRI VAUBAN. DEPARTMENT DEAD LIAISING ON INTERNATIONAL CRIME. LOST TWO FINGERS WORKING UNDERCOVER IN HIS 30s, AND NO ONE KNOWS HOW.

## Overview

Your arrival in Nice is a surprise to the local repo gangsters, who rendezvous with Calita, then decide that she's not muscling in on their territory. After agreeing to meet her in the middle of the Old Town, you need to take that poor excuse for a motor and head to her location; quicken the pace when she radios for help.

When you reach her, prevent her from being hurt as you chaperone her toward Bad Hand's waiting van. Fend off attacks from enemy vehicles as you zigzag to home base.



**JONES (V.O.): DIDIER DUBOIS. VAUBAN'S PROTÉGÉ. HAS A CAREER STATISTIC OF THREE DEATHS PER CASE—AND IT'S ON THE RISE.**

**THE THREE WALK OUT OF THE AIRPORT TOGETHER.**

**ESTABLISHING SHOT OF ROOFTOP ARGUMENT.**

**JONES (V.O.): VAUBAN AND DUBOIS WANNA HAUL THE CARS IN—PICK 'EM UP RIGHT OFF THE SHIP. NO WAY TANNER'S GOING FOR THAT. HE WANTS TO KNOW WHO WANTS THE CARS—THAT'S NON-NEGOTIABLE. TO TANNER THEY GOT NOTHING ELSE TO DISCUSS.**

**TANNER LEAVES.**

## Part 1: Meeting Up With Calita

Upon arriving in Nice, you get a call from Calita, who asks you to meet her in the Old Town section of the city. When the introductory cutscene ends, it's time to leave the villa and pick up Calita.

To leave the villa, walk down the nearby stairs to reach the ground floor, then exit via the blue door at the hall's end.



A light-colored Le Compact XS is outside of the villa. Hop in it and take one of the two right turns off the driveway to enter Nice's streets.

Turn left onto the street that runs parallel to the villa driveway and follow it under a highway overpass. Go straight onto the grass as the road curves left. Bust through the shrubbery ahead of you to take a shortcut that shaves a few seconds off your time.

After tearing through the shrubs, you land in the middle of a roundabout, missing the obelisk in the center. Head straight, picking up the road as it curves left.



Take the third right turn you come to after the roundabout. At this point, your cell phone rings: It's Calita, warning you that the locals have turned hostile. She needs you to get to her in a hurry and get her to a safe house.



Time is of the essence. Calita's health bar appears in the screen's center. If it reaches zero, the mission is a failure. Get to her to draw fire away from her and eliminate her assailants.

**CAUTION**



Take the second left and head down the narrow side street. At the street's end, go across traffic and under an overpass.

As you speed under the overpass, turn right and head into an extremely narrow street beyond the overpass.

Get out of the car when you reach the cement barricade on the street's left side—Calita is beyond the barricade, but you can't drive through it.



If you've made good time, Calita has 90 percent of her health left. Get to her to make sure she doesn't lose more. A gunman hides behind a crate on the left side of the alley beyond the cement barricade; eliminate him.



Run straight down the alley toward the big orange arrow that indicates Calita's position. When you are able to target them, shoot at the three thugs closing in on her. Not only do you take out some of your enemies from a distance, but you also draw their fire away from Calita.





## Nice Mission #10: Welcome to Nice

### Part 2: To Bad Hand's Van

After you deal with this first wave of gunmen, Calita tells you to take her to Bad Hand's van. She says that Bad Hand will take her to a safe house, but it's up to you to make sure she gets there.



Follow Calita as she leads you through the Old Town, but be careful. You can shoot her accidentally if your aim is sloppy, so stay in front of her during gunfights. And watch your back, because if you don't, Calita might pump a few rounds into you by mistake.

**CAUTION**



Calita leads you down the alley you came through. Get in front of her toward the alley's end and shoot the two gunmen who rush toward you.

Turn left at the alley's end and shoot at the dark-colored Conquest Motors Dominance that screeches to a halt in the middle of an outdoor café. It contains two gunmen. Waste both of them before continuing.



Calita leads you past the ruined café tables and down the alley beyond. Shoot the three gunmen who rush toward you from the alley's end.

Run through the alley and turn left. A black Dominance halts in front of you, and two gunmen get out. Two more gunmen run toward you from the distance. Shoot them to prevent Calita from suffering mission-ending injuries.

Cross the street and head down it, turning into the first alley on the street's left side. Another pair of black Dominances pull up, with two gunmen in each. Shoot all four gunmen.



After you eliminate the last four gunmen, Bad Hand's van pulls up to the rendezvous point, marked with a big orange arrow. Follow Calita to the van. You don't have to worry about fighting off any more gunmen at this point.

### Part 3: Take Out Tail Cars

Bad Hand's van offers more protection from the gun-toting thugs on Calita's tail, but you still have to get to the safe house. In the final part of this mission, you have to aim your crosshairs at the pursuing enemy vehicles and shoot them in their vulnerable points. Fortunately, Bad Hand has stocked the van with plenty of ammunition.



Aiming from the back of a swerving van isn't easy, so don't count on being able to fire with precision. Start off with the Mac-10, as it has the highest rate of fire. When you run out of ammo, switch to the Uzi. Use the shotgun if the Uzi runs dry, and use your pistols as an absolute last resort.

Each pursuing Dominance has three vulnerable points:

**ENGINE:** The engine is easiest to hit—you have to fire repeatedly into the hood. However, the engine can also absorb the most damage.

**TIRES:** Tires are small targets, but a couple of successful shots will disable the vehicle and shake it off your tail.

**DRIVER:** No matter how fast a vehicle is, it's useless without a driver. The driver's head is another small target, but if you can hit it, you lose the tail.



You have to deal with as many as 10 Dominances in the course of the wild three-minute drive, and you have to keep them from smashing Bad Hand's van into oblivion, as well. If the van's damage meter (in the screen's center) reaches zero, the van is wrecked and the mission is a failure.



To complete the mission, you have to make sure that Bad Hand's van survives for three minutes. No matter how many enemy cars you destroy, more appear until you reach the safe house.

**NOTE**



When you reach the safe house, Bad Hand pulls up to the door and everyone leaps out of the van, running up the steps to safety (and a successful mission completion).

## Mission #11: Smash & Run



### Overview

After getting Calita to the safe house in one piece, it's time for Tanner to further prove his worth. Bad Hand will drive a transport truck from Chateau Grimaldi's base to the safe house east of Fort Alban. Tanner's job is to steal three cars from various locations around Nice and drive them into the back of Bad Hand's truck before he reaches the compound.

Failing to deliver all three cars before Bad Hand reaches the compound results in mission failure, as does smashing any of the cars. Shooting Bad Hand to get him to slow down is a no-no.

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
12-GAUGE ASSAULT SHOTGUN  
MP SILENCED  
9MM RAPID-FIRE MACHINE PISTOL  
9MM MACHINE PISTOL

### Modes of Transportation:

SUN RUNNER BIKE (AT BARNYARD WEST OF THE CHATEAU)  
DAGGER TYPE-T (THREE LOCATION POINTS AT MISSION; TO BE STOLEN)

### Objectives:

1. DELIVER THE FIRST CAR TO BAD HAND BEFORE HE ENTERS THE COMPOUND.
2. DELIVER THE SECOND CAR TO BAD HAND BEFORE HE ENTERS THE COMPOUND.
3. DELIVER THE THIRD CAR TO BAD HAND BEFORE HE ENTERS THE COMPOUND.



# Nice Mission #11: Smash & Run

## Part 1: First Car

A short cutscene at the mission's start shows Bad Hand climbing into his big rig and Tanner hopping onto a lightning-fast Sun Runner.



Although you can use any vehicle you like to reach the three cars, motorcycles are your best bet. Although they are tricky to handle, they have blistering acceleration and a high top speed, allowing you to quickly reach the cars. Speed is the name of the game in this mission.

**NOTE**



Continue straight down the street you start the mission on, and turn left onto the first eastbound highway to which you come.

Take the first highway exit on the road's right side. The location of the first car is on your minimap.

At the bottom of the exit, execute a left hairpin turn and drive under the overpass. Follow this road along its long curve to the right.



After you are due north of the first car's position, hang a sharp right and drive down into the parking garage. The first Dagger Type-T is inside the parking garage (point #1 on the map at this section's beginning).



Hop off the bike, jump into the car, and drive out of the parking garage the same way you drove in. If you followed the correct route and avoided any accidents, Bad Hand will be driving by the parking garage as you exit.



Drive up behind Bad Hand's truck (point #2), which has the ramp lowered. Line up the car with the truck and stomp on the gas when you're both on a straightaway to drive the car up into the truck. One down, two to go.



Bad Hand's route is indicated on the map at this section's beginning, as are the locations of all three cars. Tanner's ideal route is also labeled on the map, but this only applies if you're doing the mission perfectly, with no delays or crashes. Your route to Bad Hand's truck might vary if you take longer to steal each car.

**NOTE**

## Part 2: Second Car

When you deliver the first car to Bad Hand's truck, you reappear on the street without a vehicle. Your first priority is to grab a new set of wheels. A motorcycle is best, but if there is none in your immediate vicinity, take a fast car instead.



Don't waste time looking for the perfect ride. Even a slow van is better than spending 30 seconds looking for a fast bike.

**TIP**



Catch up to Bad Hand's truck by following the road you're on and blast past him at top speed. You want to be 10 seconds ahead of Bad Hand by the time you reach the second car.



When the road ends in a T-intersection, go through the narrow park entrance in front of you.

Zip down the park path to the garage with the big red arrow over it, startling French citizens as you go. Drive up to the left side of the garage and get off the bike.



Open the door on the left side of the garage to find the second car, another Dagger Type-T, inside (point #3 on the map at this section's beginning).



Run into the garage and press the button on the wall in front of the car to open the garage door. Hop in the car while you wait for the door to open.

When the door is open, drive out of the garage and back down the park path. Hitting benches and pedestrians won't slow you or damage the vehicle too much. Hitting lampposts or walls stops you and could beat up the vehicle badly enough to result in mission failure.

If you follow the route and waste no time, Bad Hand will be driving by the park as you're leaving it (point #4). Get behind him and drive the second car into the back of the trailer. Two down, one to go.



## Part 3: Third Car



After the second car is secure, you reappear on the street behind Bad Hand's truck. A motorcycle is your best choice for a new set of wheels if there's one nearby.



Head along the street that runs north from the park, and take the right after you cross the tram line. The third car's location is on your minimap after turning.



Continue on this street until you reach the car dealership on the left side of it. The third car, a final Dagger Type-T, is in the middle of the showroom (point #5 on the map at this section's beginning).

Crash through the showroom's plate glass window, jump in the car, and peel out. If you've run a perfect mission so far, Bad Hand will be more than a mile from the compound, which is more than enough time to reach him.

If Bad Hand is less than half a mile from the compound, you won't reach him in time. Restart the mission.

**CAUTION**



Drive south to get onto the road and head toward Bad Hand's truck. Stay on long stretches of straight road, as this allows you to get your car up to top speed.



Take the third left after leaving the showroom to catch up to Bad Hand with a mile left to go before he reaches the compound.



The road you turned onto ends in three blocks. Turn right when it does to come up on Bad Hand's tail. If you've been driving expertly up until this point, he comes into view in a few seconds.

Drive down this road. You've got a while before it twists into a sharp hairpin turn, and you catch up to Bad Hand before then. Drive the third car up into the trailer to complete the mission.





# Nice Mission #12: 18-Wheeler



EXT. DOCKS—DAY.

DUBOIS WATCHES AS TANNER ARRIVES, WITH CALITA—LOMAZ AND BAD HAND ARE THERE.

JONES (V.O.): SO TANNER'S BACK WITH THE WHOLE CREW, READY TO OVERSEE GETTING THE CARS CLEAR OF CUSTOMS. HE STILL THINKS HE'S RUNNING THE SHOW.

DUBOIS MAKES HIS WAY INTO THE YARD. WE SEE SEVERAL TRUCKS LEAVE THE AREA, ONE AFTER THE OTHER.

JONES (V.O.): BUT VAUBAN AND DUBOIS ARE GONNA DO IT THEIR WAY. THEY GO STRAIGHT FOR THE CARS. GOES LIKE THIS: THERE'S A MONKEY PUTS ITS HAND IN A JAR OF NUTS—GETS IT STUCK ON THE WAY OUT. MONKEY PULLS HARDER AND JAMS HIS WHOLE HAND IN THERE. TIGER SHOWS UP AND MONKEY'S STILL GOT HIS HAND IN THAT JAR. THE STORY GOES, SMART MONKEY LETS THE NUT GO, AND LIVES.

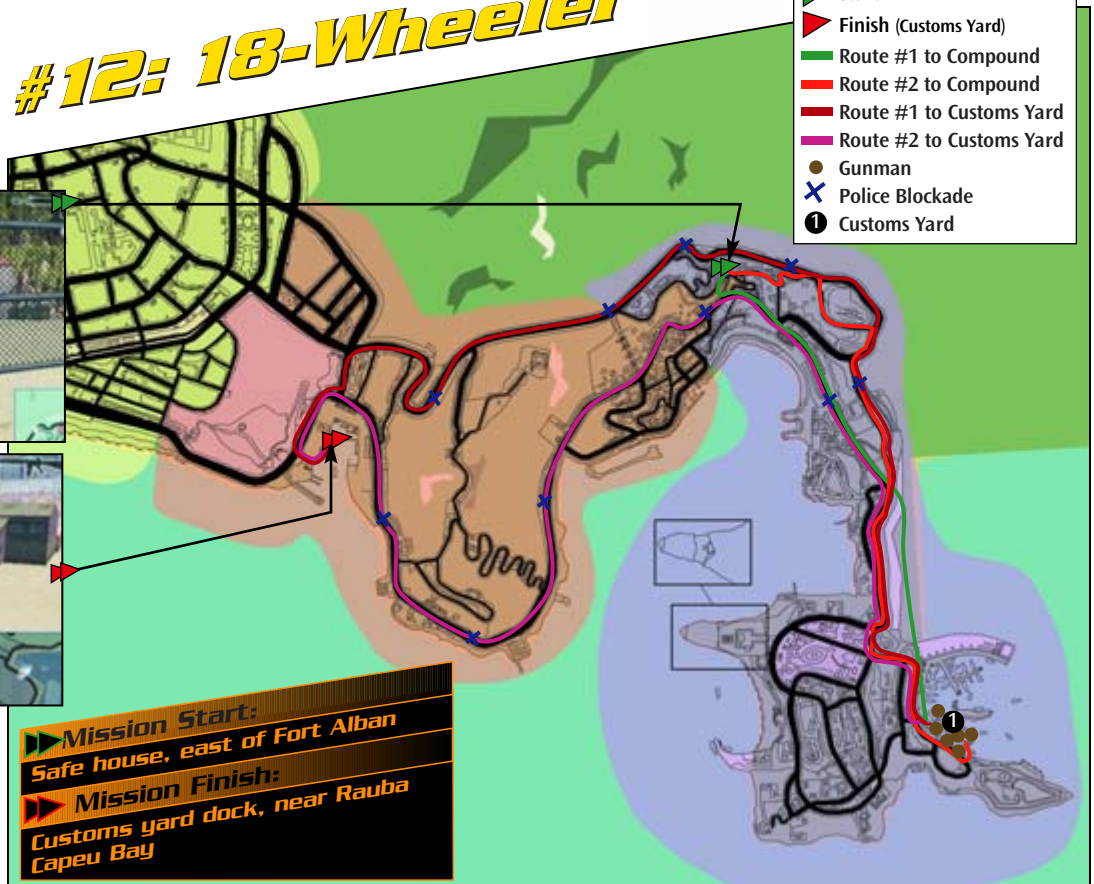
WE SEE CALITA WATCHING CCTV MONITORING THE TRUCKS. SHE REACTS TO SEEING DUBOIS. HER PHONE RINGS.

## Mission #12: 18-Wheeler



**Mission Start:**  
Safe house, east of Fort Alban  
**Mission Finish:**  
Customs yard dock, near Rauba Capeu Bay

- ▶ Start
- ▶ Finish (Customs Yard)
- Route #1 to Compound
- Route #2 to Compound
- Route #1 to Customs Yard
- Route #2 to Customs Yard
- Gunman
- ✕ Police Blockade
- ① Customs Yard



### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
12-GAUGE ASSAULT SHOTGUN  
MP SILENCED  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE (PICK UP)

### Modes of Transportation:

LE COMPACT XS (SAFE HOUSE EAST OF FORT ALBAN)  
PACKER BIG DADDY (TRANSPORT COMPOUND, NORTH OF SAINT HOSPICE)

### Objectives:

1. DRIVE AND ASSAULT THE TRANSPORT COMPOUND.
2. LOCATE AND MANEUVER THE CONTAINER ONTO THE TRAILER, THEN HOOK IT TO THE BIG RIG.
3. DRIVE THE BIG RIG TO THE CUSTOMS YARD.

## Overview

Take one jalopy, drive it under the cover of darkness to the Transport Compound at the Nice peninsula's far southeast, and commandeer the containers from 10 armed guards. After you load a container onto the trailer, hook up to the big rig and haul it to the customs yard.

The only problem is the Nice police force blocking your route along the way. It's not a problem as long as you don't accidentally jackknife or unhook your trailer, though: This big rig can slam through anything!



## INT. CONTAINER—NIGHT.

WE SEE THE SLIGHTLY OPEN DOORS OF THE CONTAINER. WE HEAR THE SOUND OF SOMETHING BEING DRAGGED ALONG THE FLOOR OF THE CONTAINER. WE SEE NOTHING OF THE EXTERIOR EXCEPT FOR THE DOORS. THE CAMERA CUTS INSIDE. WE SEE THE BAGMAN DRAGGING TWO BAGS.

CALITA (V.O.): ON THE CAP-FERRAT PENINSULA THERE'S A HIGH SECURITY YARD. FIND A WAY IN, THEN ATTACH A CAB TO A CONTAINER. THERE'S SOMEONE INSIDE. MAKE NO CONTACT WITH HIM OR WHAT HE'S CARRYING. YOU DELIVER THE CONTAINER TO THE DOCKS, AND DON'T GET STOPPED.

THE BAGMAN REACHES A SIDE OF THE TRAILER AND STOPS. THERE IS A SNEAKER SPILLING OUT OF ONE OF THE BAGS, AND HE PUTS IT BACK IN. NOW WE SEE HIS FACE IN SOME DETAIL. THE CAMERA CUTS TO BLACK AND WE HEAR THE SOUND OF THE TRAILER DOORS LOCKING.



## Part 1: To the Transport Compound



Your mission is to infiltrate the compound, steal the container containing the corpse, and bring it to the docks, where its gruesome cargo can be disposed of. There are two routes to the compound from your starting point.

### PATH VARIATION #1:

From your starting point, drive through the gate and head straight down the south narrow road. At the end of it, hang a sharp left and follow the main road to the southeast for a while.



You can either stay on this road until the customs yard comes into view, or you can cut across the grassy area to the east to make an off-road beeline for the Transport Compound. Continue with the "Compound" section of this walkthrough.



### PATH VARIATION #2



The other way to reach the compound involves turning left from your starting position and heading due east until you come to the main road.

When the main road forks, take either the right or left fork. The paths join up after a short distance.

To reach the compound, stay on this road. As with route #1, you can go off-road to the east to drive to the compound, or you can stay on the asphalt and reach it.



## Part 2: Compounding the Problems

At the Transport Compound, you need to eliminate the 6 gunmen guarding the container, use an 18-wheeler to steal the container, and head out of the compound toward the customs yard docks.

### PATH VARIATIONS: ENTRANCES

There are three ways to enter the compound:

#### Entrance #1: West Gate

At the compound's west end is a chain-link gate through which you can fire. You can smash it open with a vehicle, granting you access to the compound. However, busting through the gate attracts all six guards.



## Nice Mission #12: 18-Wheeler

### Entrance #2: East Gate



There's another gate on the east side of the compound. Like the west gate, you can fire through the chain link, and you can smash the gate open with a car. Doing so draws all six of the gunmen and results in a firefight.

### Entrance #3: Underwater Tunnel

If you run into the water and around the compound's northeast side, there is a tunnel through which you can swim. A ladder at the other end of it brings you up into the middle of the compound. This is the stealthiest method of entry, but if you use it, you're without a vehicle's protection.



### Gate to Garage



Drive through the western gate at full speed and head into the large empty warehouse in front of you, running down the three gunmen in it as you do.

Hit the emergency brake, stop, and get out of the car. Use it as cover and shoot the gunmen as they rush in to take you out.

Although this tactic results in you taking more bullets than any other method, there's a handy health pack in a corner of the garage.



## Part 2: Entering the Compound

How you choose to enter the compound is up to you. Several suggestions follow; choose the tactics that suit your strengths.

### Sniping Through Gates

You can pick off two of the gunmen by standing outside the west and east gates and shooting the gunmen through the gates. Use this tactic no matter how you enter the compound, because it cuts your foes' numbers by a third.



### Gate to Gate



Approach the compound from the east. Smash through the eastern gate and drive straight through the yard and out through the western gate, running down any gunmen who get in your way.

This raises an alarm and sends the gunmen running out the western gate after you. Use the compound's outside walls or your vehicle as cover and take the gunmen out as they approach.

### Shotgun and Health



After you clear out the guards in the compound, enter the small shack next to the garage to find an assault shotgun and a health pack.

If you use the underwater entrance, sneak to this shack first and pick up the shotgun, which is an excellent close-quarters weapon.

**TIP**

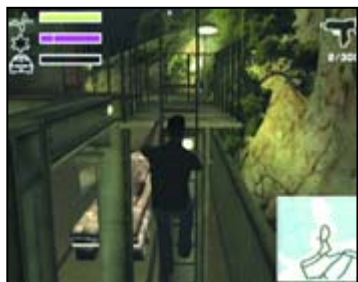


There's another health pack behind the stacked containers in the corner. You can grab this before, after, or during your fight with the gunmen, depending on how you're faring in the firefight.



## Part 3: Stealing the Container

Climb the ladder near the stacked containers to reach the crane control hut. From here, you can load the blue container onto the nearby flatbed trailer.



The crane controls appear at the bottom of the screen as you step into the control booth. The container you want is the blue one, under a gray container in the stacks. Use the crane to lift the gray container off the blue container.



Move the crane away from the blue container and set down the gray container. You can now pick up the blue container with the crane.

Lift the blue container with the crane, position the crane over the flatbed trailer, then lower the blue container onto the flatbed trailer. Move the crane away from the trailer before climbing down from it.



Attach the truck to the trailer and haul the container out of the compound. You find the truck in a nearby garage. Enter it as you would any other vehicle.



Attaching the truck to the trailer is tricky, but there's no hurry. Back the truck up into the trailer's front until it hitches. You'll know when it's done, because a new mission objective—get to the docks—appears at the bottom of the screen.

Drive the truck out through the western gate and up the ramp to the main road. As you reach the ramp's top, a cutscene plays, showing the truck on the road, accelerating to speed.



## Part 4: To the Custom Yard Docks

There are two routes to the docks. Each has its own challenges and advantages. But before you go, there are a few things you should know:

The truck can plow through any vehicle, even at low speeds, but trees and lampposts can stop it.

Don't pull any tight turns or fancy moves.

If you press the emergency brake button, you disconnect the trailer and fail the mission. Don't do this!

If the truck is wrecked or immobilized and police capture it, you fail the mission.

Regardless of which route you take, you have to bust through five police roadblocks. Look for a gap in the cars and plow through them.

### Route #1

Consult the map at this section's beginning to see route #1 to the docks. It's a more direct route than route #2, with fewer sharp turns. However, the first half of the route is uphill, which means it's harder to work up a head of steam. When you're traveling at a slower rate, the police are able to hit you with more shots, and it's harder to smash through roadblocks.

Here's where the police roadblocks are (consult the map for specific locations):

Roadblock #1



Roadblock #2



Roadblock #3



## Nice Mission #12: 18-Wheeler

### Entering the Customs Yard Docks

There are two ways to enter the docks. If you're traveling at a safe rate of speed, make a tight left turn into the entrance, proceed down the ramp, and park the truck under the large orange arrow to complete the mission.



If you're going too fast to pull this off, or if you're not as confident in your ability to turn an 18-wheeler, there is a turnaround past the dock entrance. Use this to make a wide U-turn and enter the docks.



Before roadblock #3 is a tunnel to the right. Take this shortcut to maintain your speed, rather than slow to negotiate the corner right before the roadblock.

**TIP**

### Route #2

The second route is less direct, and you have to deal with more cornering and traffic, but it is also a more level route, which allows you to maintain speed and smash through anything that gets in your way.

Like the first route, five police roadblocks are along the second route. See the map at this section's beginning for their precise locations:

Roadblock #1



Roadblock #2

Roadblock #3



Roadblock #4

Roadblock #5





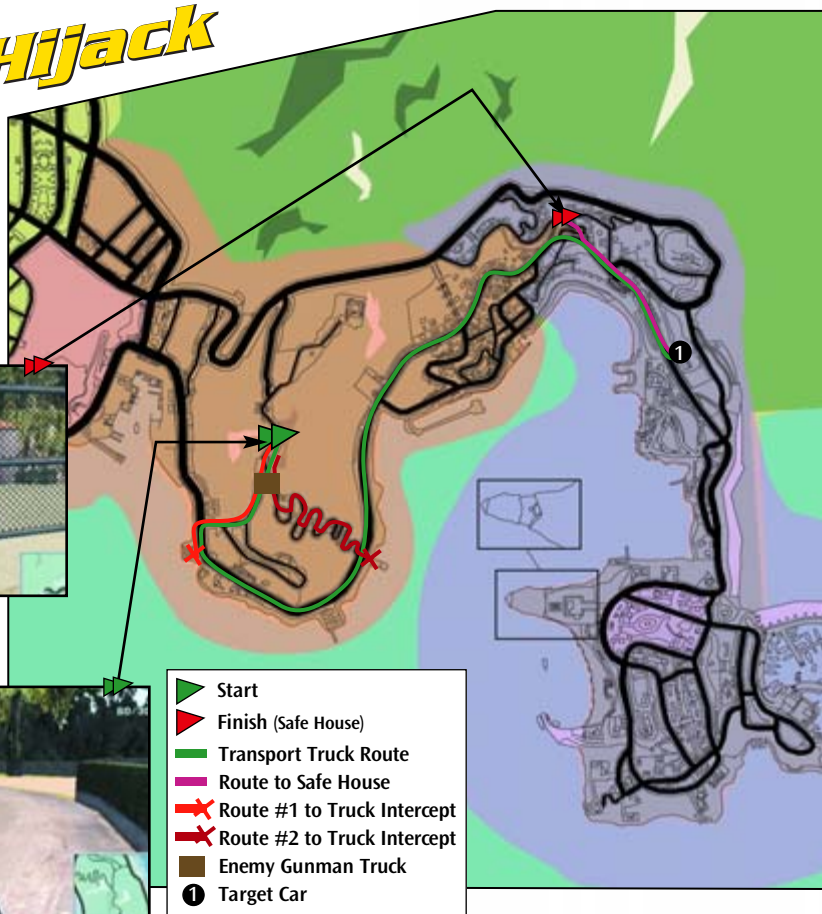
## Mission #13: Hijack

**Mission Start:**  
Mountain roads south of Fort Alban

**Mission Finish:**  
Safe house, east of Fort Alban

### Overview

By taking control of a carjacking operation, you open several paths to your hillside destination, and each has its own merits. Whatever you do to reach the car collection point, be sure stray rounds don't damage the car you're appropriating. Drive it to your starting point, either inside the truck or on the roadways, taking care not to let the vehicle's damage get above the damage rating's segmented line.



### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
12-GAUGE ASSAULT SHOTGUN  
MP SILENCED  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

LE COMPACT XS (STARTING POINT)  
SUN RUNNER (START OF SNAKING CURVES)  
DOLVA 8M8 TRUCK (HIJACKED EN ROUTE TO CAR COLLECTION POINT)  
PRONTEZZA BREZZA (CAR COLLECTION POINT)

### Objectives:

1. ARRIVE AT CAR COLLECTION POINT.
2. LOCATE CAR, AND RETURN IT TO THE SAFE HOUSE.

INT. RESTAURANT—DAY.

THE SOUND FADES IN. THE GANG IS EATING. CALITA IS QUIET, IN THOUGHT.

BAD HAND: SO WHO WAS HE?

LOMAZ: I DIDN'T SEE HIS FACE. I JUST HEARD THEY CALL HIM THE BAGMAN.

...HE DID A JOB HERE YEARS AGO WITH A SUSPECT COP EVERYONE CALLED CARNOT. THE BAGMAN GIVES HIM ONE CHANCE TO PROVE HIS INNOCENCE. WITH HIS BLADE, THE BAGMAN TAKES CARNOT'S FINGER—CLEAN OFF.... CARNOT LOOKS HIM IN THE EYES, GRABS THE BLADE, AND HE TAKES ANOTHER FINGER OFF HIS OWN HAND.

BAD HAND: SO WAS CARNOT A COP?

CALITA: I GOT THE ORDER—WE'RE LEAVING SOON. TWO MORE CARS—THEN WE HIT THE 40 WE NEED, THEN WE'RE GONE. ONE PICK UP FOR ME, ONE FOR THE DRIVER.

LOMAZ: I STILL NEED HIM TO PICK UP THE CLIPS FROM ZEEGO.

CALITA HOLDS UP THE TRACKING DEVICE.

CALITA: YOU KNOW WHAT I HAVE HERE?

LOMAZ: IT'S STANDARD SURVEILLANCE TRACKING....

CALITA: I KNOW WHAT IT IS! WHAT IT'S DOING HERE?

FACES AND REACTIONS AROUND THE ROOM. NO ONE SAYS ANYTHING. SHE LEAVES THE DEVICE ON THE TABLE. EVERYONE WATCHES HER GO.



## Hijacking for Fun and Profit

Your mission is to steal a specific car parked in a courtyard and surrounded by armed guards. After you steal it, you need to bring it to Calita in near-perfect condition.

The only catch is, you need to follow an enemy transport truck to find the car, because you don't know where it's being held...unless you take a look at the map! The location of the target car and the route of the transport truck never change.

If you didn't have this map, you'd have to follow the transport truck to its destination.

**NOTE**

Although it's not the only way to complete the mission, the best way is to hijack the transport truck, drive it to the target car, and use the truck to haul the car back to Calita.

Even though you don't need to use the transport truck to complete the mission, the mission fails if you allow the transport truck to be destroyed.

**CAUTION**

### Hijack Scenario #1: The Sneaky Way

If you follow the road you start on, you trail the transport truck, but your path is blocked by another truck full of gunmen who do their best to stop you. Instead of following that road, turn off it to the right and drive across the grass to find a ramp.



Drive off the ramp, jump a small retaining wall, and land on the road in front of the transport truck. You might flip your car and wreck it, but because you're only five seconds into the mission, restarting isn't a big deal.

Speed down the road ahead of the transport truck and get out of the car at the T-intersection at the end of the road. You should be at least five seconds ahead of the transport truck.

To bring your car to a sudden stop, hit the traffic light near the intersection. This allows you to get out of the car more quickly.

**TIP**



Pull out your M16 or other heavy weapon and shoot at the driver of the truck as he comes down the hill after you. You kill the driver, and the transport truck rolls to a stop.



Get in the truck and drive to the target car, following the transport truck route indicated on the map at the beginning of this section. If you show up driving the transport truck, the armed guards around the target car don't shoot you, because they assume that you are the legitimate transporter.

Walk around the transport truck's side, and use the action button to press the "Deploy Ramp" switch and lower a ramp from the back of the truck.



Get into the target car, drive it into the transport truck, and press the "Deploy Ramp" switch to close the transport truck.



Follow the route back to Calita as shown on the map at the beginning of this section. Not only does the transport truck let you take the target car right out from under the guards' noses, it also protects the car and preserves it in pristine condition.



If the target car is significantly damaged, it's no good to Calita, and the mission is a failure.

**CAUTION**



## Hijack Scenario #2: High-Speed Switchbacks

If you like more danger in your hijackings, here's an alternate method of reaching the transport truck. From the start of the mission, go straight and bear left at the fork in the road (the truck full of gunmen is to the right).

Here, a Sun Runner motorcycle is at the top of a steep winding series of switchbacks. Get out of your car, jump on the motorcycle, and head down the winding road.

Watch out for oncoming traffic on the narrow road. Although you want to reach the bottom of the hill before the transport truck passes you, you're only going to lose time if you keep getting in wrecks.

Several shortcuts cut through the switchbacks—use them to more quickly round the corners. Keep a sharp eye out for them; they're indicated on the map at the beginning of this section.

After you reach the bottom of the hill, zip out in front of the transport truck, jettison the bike, and shoot the truck's driver, as you would have done in the first hijack scenario. Pick up the target car and bring it back to Calita to complete the mission.



## Making Life More Difficult

You can have a shootout with the thugs in the truck at the beginning of the mission, take their truck, and drive it to the target car. Their truck looks like the transport truck, so there won't be any trouble, right?

Wrong. Somehow, the guards can tell the difference, and you have to shoot it out with them if you want to take the car. The danger isn't the possibility of being killed—it's the target car being damaged beyond usefulness, resulting in mission failure.

If you want to take the target car without using the transport truck, plan for a shootout with the car's six armed guards. To draw fire away from the target car, approach the courtyard from the west. If you come in through the east entrance, the guards shoot through the car and damage it.

When you're behind the wheel of the target car, you're not out of the woods yet. You have to drive as carefully as possible back to Calita's yard, and you face enemy roadblocks all the way. Remember, if anything worse than a light fender-bender happens to the car, it's considered too damaged for Calita's purposes and the mission is a failure.

Make life easier on yourself. Use the transport truck.



# Mission #14: Arms Deal

**Mission Start:**  
Safe house, Aeroport de Nice-Côte d'Azur.

**Mission Finish:**  
Fabienne's hideout, in the Old Town alley.

- Start (Airport)
- Finish (Arms Drop Point)
- Route to Mall
- Route to Arms Drop Point
- Enemy
- 1 Mall/Arms



## Overview

This mission is one of the first to reward careful driving. The initial part of the plan is to drive to the mall. Then you must either head through the mall interior or around the sides to defeat a number of heavily armed goons.

Start up the underpowered pickup with the explosives in the back, which have shifted around during transit, and drive to the drop-off point, avoiding bumps.

## Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

## Modes of Transportation:

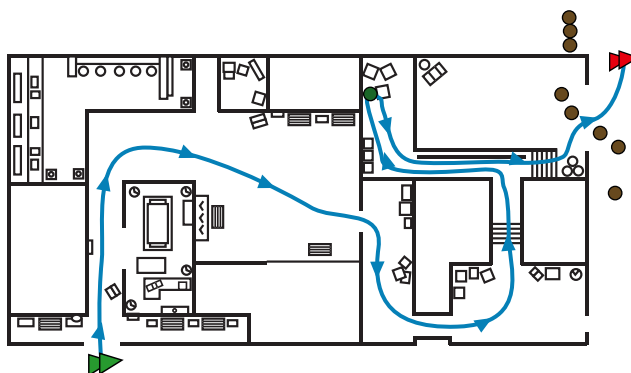
LE COMPACT XS (AIRPORT SAFE HOUSE)  
LE CHARIOT TRANSPORT 6 (SHOPPING MALL ALLEY)

## Objectives:

1. HEAD TO THE MALL FOR THE WEAPONRY.
2. TAKE THE VEHICLE CONTAINING THE EXPLOSIVES TO THE RENDEZVOUS POINT.



- Start (Mall Entrance)
- Finish (Arms Truck)
- Route through Mall
- Enemy Gunman
- Health Pack



EXT. COURTYARD—DAY.

INTRODUCTION TO FABIENNE, AND THE FACT THAT IT WAS A CAR BELONGING TO HER THAT TANNER TOOK IN THE HIJACK MISSION.

IN FABIENNE'S DEN. DIALOG IN FRENCH WITH SUBTITLES.

FABIENNE'S BADDY: FABIENNE—ON A PERDU LA CAISSE.

SUBTITLE: FABIENNE—WE LOST THE CAR.

FABIENNE: ON AURAIT DÛ LA TUER QUAND ON A EU L'OCCASE.

SUBTITLE: WE SHOULD HAVE KILLED HER WHEN WE HAD THE CHANCE.

FABIENNE'S BADDY: NON—C'ÉTAIT LE CONDUCTEUR.

SUBTITLE: NO—IT WAS THE DRIVER.



**FABIENNE: ILS METTENT LEUR NEZ DANS NOS AFFAIRES. JAMAIS MON PÈRE N'AUROIT LAISSÉ FAIRE ÇA. DEMAIN MATIN À 11 HEURES, ZEEGO DOIT VENDRE DES ARMES AUX AMÉRICAINS. MAIS IL NE SERA PAS LÀ DEMAIN.**

**SUBTITLE: THEY'RE MOVING IN ON OUR BUSINESS. MY FATHER WOULD NEVER LET THIS HAPPEN. TOMORROW MORNING AT 11 O'CLOCK, ZEEGO IS SELLING ARMS TO THE AMERICANS. BUT ZEEGO WON'T BE THERE TOMORROW.**

**FABIENNE KILLS ZEEGO.**

**TANNER AND LOMAZ READY THEIR GUNS.**

## Part 1: Getting the Hardware

Your mission is to pick up a shipment of volatile weapons that Zeego was supposed to sell to you and Lomaz. Fabienne has killed Zeego and replaced him with her own men, so it's not going to be easy getting out of the deal with the arms (and your skin) intact.

Your first objective is to pick up some "hardware" from a gun dealer at the nearby mall. From your airport starting point, drive northeast a short distance to reach the mall. Use your in-game minimap or the map at this section's beginning to find the mall.

As you approach the mall, a cutscene begins. You pull up to the curb, and Lomaz gets out of the car. He goes into the gun shop in the mall and returns with weaponry. Now that you're armed (check your inventory for the goodies), it's time to pick up the arms.

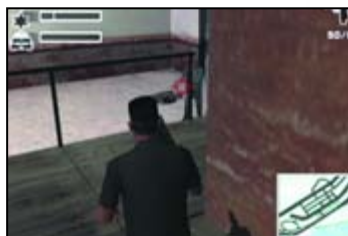


## Part 2: Stealing the Arms Crate

The easiest way to reach the arms crate is to go through the mall to reach it, although this isn't the only way to do it (see the sidebar). From the mall entrance, go straight down the hall and turn right at the end. Continue past the three orange safety cones into the unfinished part of the mall.



Follow the unfinished hall until you come to a small set of stairs leading up to a loading dock. Before you go up those stairs, be aware that there are two gunmen to the right of them. Blast them.



Move slowly and carefully up the stairs, and use the corner of the wall as cover to shoot the gunmen.

There are two more gunmen outside the loading dock, beyond the first two gunmen you shot. You have to leave cover to hit them, so be quick.

Chances are, you took a few rounds during the gunfight. Fortunately, there's a health pack in a corner of the loading dock (see the map). Pick it up before continuing.



You've disposed of four of the eight gunmen guarding the arms shipment. Exit the loading dock and turn to the right to see the fifth gunman hiding behind a car. Use the doorway's edge for cover and shoot him.



To the loading dock exit's left is the Le Chariot Transport 6, with the explosive crate on the back. The last three gunmen are hiding around the corner of the loading dock.

Sneak up to the corner of the loading dock and pop out to shoot the gunmen, ducking back after killing each one to avoid being outgunned.

# Nice Mission #14: Arms Deal

## THE WHEELMAN PLAN: RECKLESS SUPERHERO COWBOY STYLE

As mentioned here, you don't need to sneak through the mall to reach the arms truck, but any other method is suicide. You can drive up to the back of the mall and get into a shootout with the eight guards, but you are outgunned.

You can also drive down the alley leading to the last three gunmen and the arms crate, using your vehicle as a weapon. Even if you take out three or four of the gunmen with your car, the remaining guards outmatch you. Unless you're using an invincibility cheat, don't use any other method except sneaking through the mall; it's not worth it.



And Fabienne's goons aren't going to let you get away easily. Six cars full of thugs move to intercept you as you drive to the drop point (see the map).



You can out drive the gunmen, but their vehicles are faster than your pickup. And because every swerve or collision brings the arms that much closer to detonating, now is not the time for fancy wheelwork. Instead, jump out of the truck and gun them down when they get too close.

**TIP**



When the road you're on ends in a T-intersection, turn left, then take your first right. These are the sharpest turns you need to make during the trip to the drop point.

## Part 3: Disposing of the Arms Crate



After you kill all eight gunmen, get in the pickup. You need to bring the pickup and the arms crate it carries to the prearranged drop point.



Drive down the alley and hang a sharp U-turn through the outdoor café and onto the main road. Follow this road northeast until it ends.



Be careful! In the screen's middle is an arms crate meter. Every sharp turn registers on the meter, which fills a little. If you crash into anything (or if anyone crashes into you), it fills a lot. If it completely fills, the arms explode, resulting in mission failure.

Watch out for the left bus as you make the turn!

**CAUTION**

Stay on this road until it ends, and again take a left, then your first right into an alley. You're almost home free!

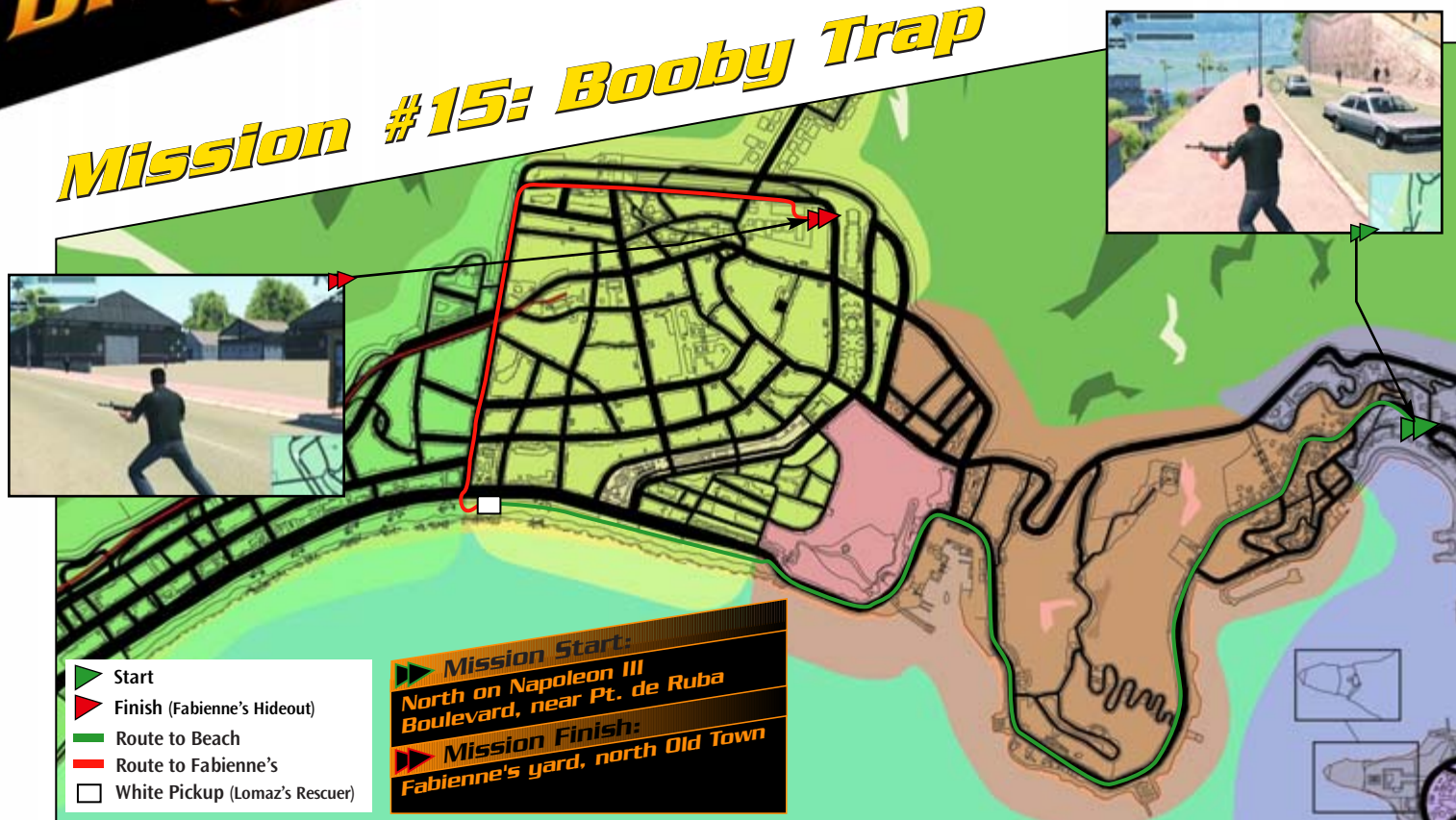


The drop zone is in the small alley courtyard ahead to the left. Pull into it and come to a stop under the large orange arrow to complete the mission.





## Mission #15: Booby Trap



### Overview

Tanner foiled Fabienne's attempt to kill him during the arms deal, but she's not out of tricks. Tanner and Lomaz go out for a drive and find that their car has been booby-trapped to explode if its speed drops below 50 mph. Tanner must take Lomaz to the beach, where a pickup truck pulls up next to them and gives Lomaz a chance to jump out. After that, it's time for revenge. Tanner drives the booby-trapped car to Fabienne's hideout and jumps out of it before it blows the place sky-high.

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

DAGGER TYPE-T (AVAILABLE AS MISSION BEGINS)

### Objectives:

1. DRIVE TO THE BEACH, KEEPING YOUR SPEED ABOVE 50 MPH.
2. HELP LOMAZ JUMP OUT OF THE CAR.
3. DRIVE THE BOOBY-TRAPPED CAR TO FABIENNE'S HIDEOUT.



INT. CELLAR—DAY.

TANNER IS BEING USHERED THROUGH INTO AN ADJOINING ROOM BY LOMAZ.

LOMAZ: I NEVER TOLD YOU HOW THE STORY WITH THE BLADE AND THE FINGERS ENDS.

TANNER: YEAH, HOW'S IT END?

LOMAZ: CARNOT DISAPPEARED THE NEXT DAY—I THINK IT MEANS HE WAS A COP. WHAT DO YOU THINK?

LOMAZ OPENS THE DOOR. TANNER HESITATES FOR A MOMENT AND LOOKS AT LOMAZ. LOMAZ DOES NOTHING. TANNER ENTERS.

IMMEDIATELY TANNER IS VIOLENTLY KNOCKED IN THE STOMACH. HE REELS TO THE GROUND AND IS PICKED UP AGAIN. SOMEONE ELSE STRIKES HIM IN THE FACE AND HE IS KNOCKED DOWN. THEN HE IS KICKED IN THE STOMACH AS HE IS ON THE GROUND.

CALITA TAKES TANNER'S GUN FROM HIM.

DUBOIS IS HANGING UPSIDE DOWN FROM THE CEILING.



## Nice Mission #15: Booby Trap

**CALITA:** THIS IS THE GUY WHO'S GONNA GET YOU KILLED.

**TANNER GETS PISTOL-WHIPPED.**

**CALITA (MEANING TANNER):** BRING HIM HERE.

**(TO TANNER):** IF YOU'RE A COP YOU WON'T SHOOT HIM.

**CALITA HANDS TANNER HIS GUN. HE LIFTS HIS HEAD, MARKED AND BRUISED. HE DOESN'T TAKE THE GUN—HE LOOKS AT IT.**

**DUBOIS LOOKS AT TANNER.**

**TANNER LOOKS BACK.**

**QUICK CUTS BETWEEN TANNER AND DUBOIS AS CALITA TALKS AND TENSION BUILDS.**

**TANNER TAKES THE GUN AND FIRES. THE CHAMBER IS EMPTY.**

**TANNER REMOVES THE EMPTY CLIP FROM HIS GUN, CHECKS IT AND THROWS IT TO THE GROUND.**

**CALITA:** HERE!

**CALITA THROWS HIM A NEW CLIP. WE SEE THIS CLIP CLOSE UP AND IN DETAIL.**

**CALITA:** START CLEARING OUT. I GOTTA MAKE MY PICKUP.

**CALITA WALKS OUT. BAD HAND STANDS BY THE DOORWAY SHE PASSES THROUGH. AS SOON AS SHE LEAVES THE ROOM, BAD HAND LOOKS AT TANNER AND FOLLOWS AFTER HER.**

**TANNER WATCHES.**

### Part 2: Jump, Lomaz, Jump!



As you approach the beach, your target starts to come into view. It's a white Le Chariot Transport 6 and it's racing along the beach. Drive down onto the beach and pull up next to it.

When you get close enough to the pickup, make Lomaz jump into it by pressing the button displayed on the screen. Lomaz only jumps if you're right next to the pickup and going the same speed. You've got plenty of beach and few obstacles, and Lomaz will not jump out of the car if he can't land in the pickup.

The route on the map at this section's beginning assumes that you are able to get Lomaz into the pickup truck quickly. If it takes longer, you wind up farther west, but the strategy is the same.

**NOTE**

### Part 1: To the Beach



As Tanner and Lomaz drive off, Lomaz's cell phone rings. It's Fabienne, who reveals that their car has been fitted with a bomb that will explode if their speed drops below 50 mph.



The bomb won't explode immediately if your speed dips below 50 mph. When you're moving too slowly, a meter in the middle of the screen starts to fill up. If you get your speed above 50 mph, the meter starts going down. If the meter fills, you blow up and the mission is a failure.



Follow the route labeled on the map to reach the beach. On the way, do not hit anything, as any loss of speed brings you close to detonating the bomb and failing the mission.

### Part 3: Return to Sender

After Lomaz is safe, it's time for payback. Lomaz tells you to drive the booby-trapped car to Fabienne's base of operations and blow it to smithereens.



Hang a sharp U-turn to the right and get up onto the coastal road. Here's how to do it.

Drive along the beach until the bomb meter in the middle of the screen is empty and your speed approaches 80 mph. Make a wide, gradual right turn without braking or power sliding.



If you don't jerk the wheel or touch the brakes, you preserve your momentum as you drift up onto the coastal road. When your tires touch asphalt, gun the engine and get your speed up to 50 mph before the bomb goes off.



Getting up to the road without blowing up is tricky and may take several tries to master. But if you blow it here, you restart from the beginning of this part of the mission.

**NOTE**



After you're on the road, the rest of the mission is a walk in the park. Fabienne's hideout is northeast of your position; how far northeast depends upon where you dropped off Lomaz.

The best route to Fabienne's is on the map at this section's beginning. Stay on long straightaways to keep your speed up and turn only at major intersections, so you don't have to slow while turning.

**TIP**



Watch your minimap and be aware of the location of Fabienne's hideout as you approach it. Make a sharp right into the compound and turn left.

Drive toward the tractor-trailer truck at the end of the compound. When the words "Get out" appear on the screen, do it! Dive out of the car, or you're blown up with it.

The booby-trapped car collides with the truck, blowing them both to shreds, as well as any of Fabienne's henchmen who were unlucky enough to be standing near the explosion. Provided that you jumped out, you survive the explosion and complete the mission.



## Mission #16: Calita in Trouble



### Overview

Calita's been kidnapped again, and it's in your best interest to help these gangsters out. Commandeer the roadster and quickly drive it to the center of Old Town for a shootout on the main building's balcony in the center of Fabienne's alleyway. After the thugs are downed, Fabienne attempts to escape, leading you throughout Nice's streets until she bails from her car and tries shooting her way out of trouble. Bring her down!

## Nice Mission #16: Calita in Trouble

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE  
GRENADE LAUNCHER

### Modes of Transportation:

DOLCH SCHUB (AIRPORT SAFEHOUSE)  
PRONTEZZA FREDDO (OUTSIDE FABIENNE'S HIDEOUT)

### Objectives:

1. RACE TO CALITA'S AID, TAKING OUT HER CAPTORS BEFORE SHE EXPIRES.
2. CHASE DOWN THE FLEEING FABIENNE, AND TAKE HER DOWN.



EXT. COURTYARD—NIGHT

CALITA TURNS UP TO STEAL THE CAR—FABIENNE IS WAITING. CALITA SHOOTS FABIENNE, THEN ROLLS OVER THE CAR TO TAKE COVER—THEN A SHOOTOUT OCCURS.

CALITA WALKS TOWARDS THE CAR SHE WANTS IN THE COURTYARD. SHE TOUCHES IT. FABIENNE SURPRISES HER. AS FABIENNE IS TALKING, CALITA IS REACHING FOR A GUN.

FABIENNE: YOU OWE ME ONE CAR ALREADY. THEN THERE'S THE MEN YOU AND YOUR DRIVER GUNNED DOWN FIRST DAY YOU CAME TO NICE, AND THE MEN AT ZEEGO'S. THIS TIME YOUR DRIVER ISN'T GOING TO SHOW.

CALITA SEES SOMEONE JUST BEHIND HER AND SHOOTS HIM DEAD. A SHOOTOUT ENSUES, FABIENNE DUCKING DOWN BEHIND A CAR.

## Part 1: Rescue Calita



In the cutscene that begins the mission, Lomaz pulls up in a Dagger Type-T and tells you (as Tanner) to get in. Tanner drives, and Lomaz rides shotgun.

As in the first Nice mission, Calita is under attack by heavily armed enemies and needs you to rescue her. If her health bar reaches zero, Calita has been killed and you fail the mission.

There's also a truck full of Fabienne's thugs heading toward Calita's location. Either eliminate them and destroy their truck, or race straight to Calita. These thugs are Fabienne's reinforcements, and Calita is not safe until you have eliminated them and all of Fabienne's gunmen.

If the truck's route looks familiar, that's because it's the route you took in "Arms Deal."

**NOTE**

Your car is much faster than their truck, so get to Calita, kill as many of the gunmen around her as possible, and then waste the truck thugs when they roll up.

**TIP**



Calita is in the same alley where you dropped off the arms crate in "Arms Deal." Pull into the alley and use Lomaz to shoot the two gunmen near the orange arrow before leaving the car.

After the gunmen are dead, run up the stairs in front of the orange arrow. These lead to a balcony overlooking a courtyard with five armed thugs. Shoot them from the balcony; use the retaining wall as cover between shots.

If you didn't waste the truck thugs earlier, shoot them when they approach the courtyard. If you're quick, you can kill the gunmen in the courtyard, hop back in the car with Lomaz, and use Lomaz to destroy the truck's gunmen when they arrive.



After you've killed the gunmen in the truck, the two gunmen at the courtyard entrance, and the five gunmen in the courtyard, Calita is safe, and Fabienne makes a break for it. This begins the second half of the mission: Kill Fabienne.

## Part 2: Tailing the Fiendish Fabienne

The following chase (Tailing the Fiendish Fabienne) involves pursuing your enemy around the city in a random route; your foe usually changes course a number of times, even if you replay this part of the mission. Therefore, the route described here, and the elements to watch for are general tips, and may not specifically apply to your chase. However, your final ending location is the same, no matter what route you take.

**NOTE**



Fabienne is one hell of a driver. She tears through the narrowest streets of Nice at blinding speeds. You must match her turn for turn and stay within a block of her during the high-speed chase. You must react quickly to obstacles to succeed in the mission. (Obstacle locations are numbered on the map at the section's beginning.)



## Obstacle #1: Oncoming Traffic



Watch for oncoming traffic as you exit alleys like this one. Either turn wide to avoid the cars or ride the sidewalk on the street's left side.

## Obstacle #2: Roundabout



Fabienne sometimes cuts through the middle of this roundabout. Follow her. Steer slightly to the right of the obelisk in the roundabout's center to preserve a fast racing line.

## Obstacle #3: Truck at Intersection



Past the roundabout, watch out for a truck barreling through an intersection. Braking isn't an option here—stick to the left side of the street to zip right behind it.

## Obstacle #4: Park



If Fabienne cuts through a park, follow her, and stay to the middle tree's right to avoid hitting the yellow car in the next intersection (Obstacle #5).

## Obstacle #5: Yellow Convertible



If you went around the tree's left side in the park's center, you will collide head-on with a yellow convertible in the intersection ahead, ending the mission. Go around the car's right side.

## Obstacle #6: Thread the Needle



Halfway through the chase, Fabienne may make a quick left turn in front of an 18-wheeler. Follow her exactly, threading the needle between the building to your left and the truck to your right.

## Obstacle #7: Power Line Towers



Before Fabienne gives up all hope of outracing you, she can take a shortcut through a group of power line towers, which are tricky to see at dusk. Watch her movements carefully and follow them exactly to avoid crashing into the towers and losing Fabienne.

## Fabienne's Final Stand



After nearly two minutes of trying to lose you, Fabienne gives up and halts. Because she can't outdrive you, she gets out of the car and tries to gun you down.

To complete the mission, kill Fabienne—a much easier task than trying to follow her through Nice.

Get out of the car and shoot Fabienne with your weapon of choice. She's not a good shot, and it doesn't take much to kill her. Use available cover (including your car), and shoot her until her health bar is empty. This successfully completes the mission.



# Mission #17: Rescue Dubois

## Overview

Rescuing Dubois isn't going to be easy. You have multiple methods of announcing your arrival at the restaurant. After using the available cover inside the eatery, you discover that Dubois has been whisked away. Dash to the building's rear, dive into a roadster, and pursue the fleeing captors (who have Dubois with them); pepper their vehicle with bullets until they're downed.

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

LE COMPACT XS (AT STARTING POINT)  
PRONTEZZA BREZZA (REAR OF RESTAURANT)

### Objectives:

1. LOCATE THE RESTAURANT ENTRANCE.
2. GAIN ENTRY, AND FIND DUBOIS.
3. PURSUE DUBOIS'S CAPTORS THROUGH NICE AND TAKE THEM OUT.

- Start
- Route #1 to Restaurant (Suicidal!)
- Route #2 to Restaurant (Southern Approach)
- Route #3 to Restaurant (Western Approach)
- Gunman
- Restaurant
- Dubois' Kidnappers

Mission Start:  
Alleys east of Old Town Church  
Mission Finish:  
Varies



## Part 1: Table for One

Dubois is being held somewhere in the restaurant. You must find and rescue him. While Vauban guards the back, you must enter through the restaurant's heavily fortified front entrance. Simply running in with guns ablaze is suicide—this job requires finesse.



### Route #1: The Suicidal Route



If you want to give the direct approach a shot, go for it. This route is indicated on the map as "Route #1 to Restaurant (Suicidal!)." From your starting position, head west. Turn south at the first opportunity, and crash through the tables of the outdoor



EXT. NICE STREET—NIGHT

TANNER APPROACHES, QUICK, INTENSE, AND ANGRY. WE SEE A MAN WITH TWO FINGERS MISSING FROM HIS LEFT HAND. IT IS VAUBAN.

TANNER: START TALKING. NOW.

VAUBAN: WE HAVE TO GET HIM OUT, YOU KNOW THAT, DON'T YOU?

TANNER (SHOUTING): DID THE ORDER COME FROM YOU?

VAUBAN (SHOUTING): YES!

(CALMER): THIS IS OVER. THEY'LL KILL HIM.

TANNER: I CAME TO FIND WHO WANTS THE CARS—THAT'S WHAT I'M HERE TO DO....TO FINISH THIS.

VAUBAN (SHOUTING): WE GET DUBOIS OUT, AND YOU QUIT THIS CASE. AFFAIRE CLASSEE!

TANNER TURNS AND LEAVES.



café as you weave south and west, taking the most direct route to the restaurant (indicated on your in-game map).

A concrete barricade cuts your car off from the restaurant. There are also five heavily armed thugs are on the barricade's other side. You have two choices: Stay in the car and get shot to pieces by gunmen you can't reach, or get out of the car and get shot to pieces by gunmen that you probably can't reach before being killed.

If by some miracle you do take out all five gunmen, congratulations! You're either an amazing player, or you're cheating. Now run up the restaurant's front steps and blast open its façade. This allows you access to the restaurant lobby, where there are more gunmen waiting for you inside. Continue from the "In the Restaurant" section of the drivethrough.



## Route #2: Southern Approach

The southern approach is probably the safest and easiest way to enter the restaurant. Take the same path you'd use for route #1, but instead of driving up to the concrete barricade and getting out of the car, hang a left before the restaurant and turn right at the street's end. This puts you next to an alley that leads to the restaurant.



If you drive down the left side of the alley at top speed, you launch off a ramp, soar over the street with the five gunmen, and smash into the restaurant.

However, if you don't kill the five gunmen before smashing into the restaurant, you're overwhelmed by gun-toting thugs.

To prevent this, get out of the car, walk down the alley, and shoot the gunmen from a distance. When all five are dead, get back in the car and fly off the ramp to make your entrance. Continue from the "In the Restaurant" section of the drivethrough.



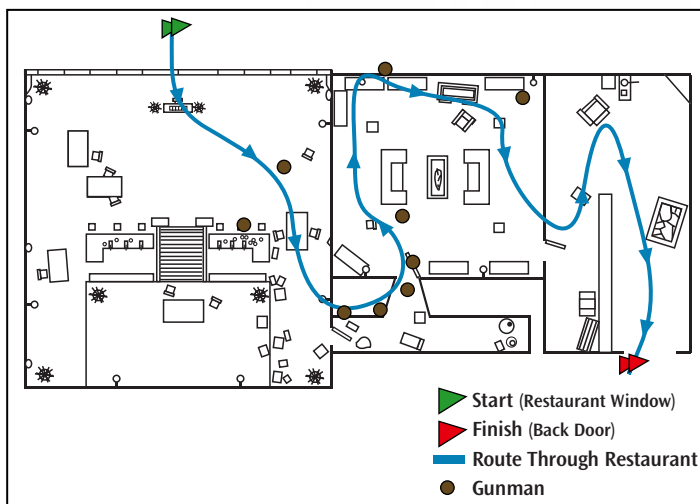
## Route #3: Western Approach

The third way to enter the restaurant allows you to drive over the gunmen in front of the restaurant. Head west along the main road north of your starting position; follow it to the west end of the restaurant's street. Either drive down the street and run over the bad guys, or run toward them and snipe them from a distance, taking cover wherever possible.



When all five gunmen are dead, either jump a car off the alley ramp and into the restaurant's front window, or shoot out the window and run in, guns blazing.

## Part 2: Restaurant Butchery



The restaurant is crawling with gunmen. The two in the lobby start firing at you when you crash through the window. There's one behind the bar and one standing next to him at the end of the bar.



After killing the two gunmen in the lobby, run to the only door in the lobby. Keep your crosshairs trained on the door, because two more thugs run through it as you approach. Shoot them before they have a chance to fire.

You can't open any of the restaurant's doors until all the enemies in the room are dead.

**NOTE**

## Nice Mission #17: Rescue Dubois

Run through the door and shoot the two gunmen on the room's left side. When they're both dead, go through the door behind the second gunman.

Keep your finger on the trigger as you open the door, because another thug is on the other side.

Two more gunmen are in the room. Shoot them both, using the room's square pillars as cover. When all of the gunmen are dead, approach the closed door in the room's corner.

This triggers a cutscene, in which we see Dubois being abducted. You jump in a car with Vauban and commence pursuit.



tail and shoot from point-blank range for accuracy. Their car has better acceleration, but yours has a higher top speed.

If you follow the kidnappers long enough, they eventually crash into a lamppost, or halt just across from the Acropolis (see the map at the beginning of this section); pick them off as they exit the vehicle. It's much easier to take them out with well-placed and relentless gunfire long before they wreck themselves. When the kidnappers' vehicle is destroyed, Dubois is safe and the mission is successfully completed.



### Part 3: Rescuing Dubois

The following chase (Rescuing Dubois) involves pursuing your enemy around the city in a random route; your foe usually changes course a number of times, even if you replay this part of the mission. Therefore, the route described here, and the elements to watch for are general tips, and may not specifically apply to your chase. However, your final ending location is the same, no matter what route you take.

**NOTE**

When the cutscene ends, get in the car with Vauban. To rescue Dubois and successfully complete the mission, you must follow Dubois's abductors closely and shoot their vehicle until its health bar is depleted. If the kidnappers' car gets more than a block away from you, you lose their trail and fail the mission.



You cannot shoot the kidnappers' vehicle while on foot at the beginning of this stage—you will accidentally kill Dubois and fail the mission. You must pursue the kidnappers in your own vehicle and shoot theirs until it's disabled.

**CAUTION**



Although Vauban is riding shotgun, you must control both the car and Vauban's weapon, which is no mean feat.

The kidnappers lead you through the streets of Nice, trying to shake you. Stay on their

### The Mean Streets of Nice

Dubois's kidnappers don't make his recovery easy. Here are some of the most challenging parts of town they lead you through:

**Tight left turns.**

There are many types of turns like the 90-degree turn coming off a straightaway. It's easy to miscalculate the angle and smash into one of the corner buildings. Make good use of your powerslide.



**Narrow alley.**

The first alley that the kidnappers lead you down involves sharp turns onto a narrow street. Watch out for the rubbish bins and other obstacles on the sides.



**Hairpin turn.**

After a long straightaway across wide-open areas, the kidnappers may make a sharp left, followed by a right hairpin turn. Don't try to power through this one; throw on that emergency brake and keep control.



**Narrow path.**

The kidnappers can smash through a couple of sawhorses and head down a path that barely accommodates a car. It's fairly straight, but be prepared for the sharp right at the end of it.





## Curving sidestreet.

Possibly the most challenging area in the entire chase, this curving sidestreet is barely wide enough for two cars—and there's on-coming traffic! If the kidnappers head down here, they won't slip up, so you can't either. Follow their exact path as they weave through traffic. If your hood flies up and obscures your view, switch to first-person view! Slow down a little so you don't wreck your chances at catching them.



## Muse d'Art Moderne.

If you make it through this curved alley, the lead car sometimes makes a sharp right, cuts across the end of the underground tunnel ramp and around the Theatre Garibaldi, and then scoots through the gardens to the north of the Muse d'Art Moderne. The gap is horribly small to speed through, so don't follow directly. Just skid around to the right, heading counter-clockwise around the gardens and then head north.



# Mission #18: Hunted

## Overview

After rescuing Dubois, Tanner takes him to a warehouse in Nice, where Dubois shows Tanner a laptop computer containing damaging evidence. Unfortunately, Jericho and Calita show up to crash the party. They kill Dubois, but Tanner escapes into another section of the warehouse. There, the weaponless Tanner must find some guns and shoot his way out. He must get to Vauban in the grounds of the Chateau Grimaldi in Cagnes Sur Mer before Jericho's thugs get to him.



## Weapons Detail:

HIGH-POWERED AUTO 9MM (PICK UP)  
SERVICE-ISSUE 9MM AUTO (PICK UP)  
MP SILENCED (PICK UP)  
12-GAUGE ASSAULT SHOTGUN (PICK UP)  
9MM MACHINE PISTOL (PICK UP)  
9MM RAPID-FIRE MACHINE PISTOL (PICK UP)  
ASSAULT RIFLE (PICK UP)

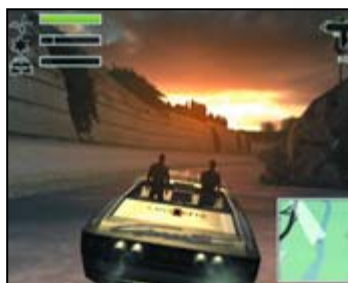
## Modes of Transportation:

CIGARETTE 42 TIGER (LE VAR RIVER DAM)  
LTS V-8 (OUTSIDE GROUNDS OF WAREHOUSE)

## Objectives:

1. BRING DUBOIS TO THE WAREHOUSE.
2. SHOOT YOUR WAY OUT OF THE WAREHOUSE AND STEAL A VEHICLE.
3. REACH VAUBAN.

## Part 1: To the Warehouse



At the mission's start, pilot the Tiger powerboat down the river. Follow the river as it curves through Nice, watching your minimap to anticipate corners. Avoid hitting rocks and piers and don't run aground on the shallow riverbanks.

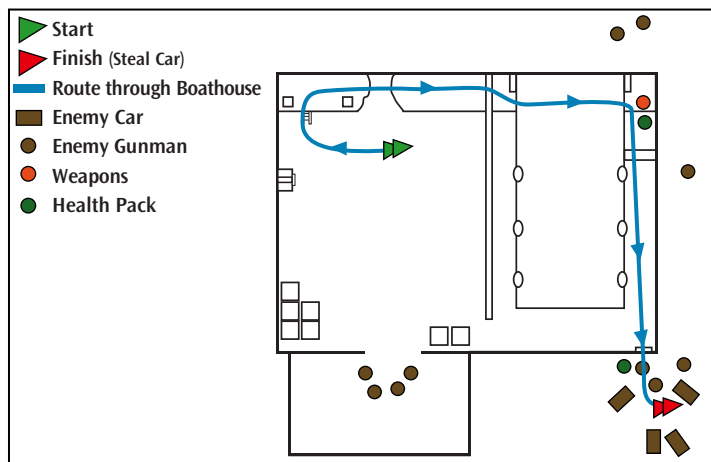
## Nice Mission #18: Hunted



After you enter the open sea, turn right around the cluster of rocks to your right.

As you finish the turn, you see the warehouse in the distance; a large red arrow is over it. Steer toward the warehouse and dock in it to begin the cutscene leading into the mission's second part.

### Part 2: Escaping the Warehouse



INT. WAREHOUSE—EVENING.

DUBOIS AND TANNER ARE IN THE WAREHOUSE. DUBOIS TAKES OUT A LAPTOP. HE HANDS IT TO TANNER, AND HE CLICKS THROUGH IMAGES (UNSEEN—THE BACK OF THE LAPTOP IS TO THE CAMERA).

TANNER: HOW'D YOU GET THIS?

DUBOIS: YOU DIDN'T KNOW THE GUN WAS EMPTY, DID YOU?

TANNER LOOKS AT HIM. HE DOESN'T ANSWER.

TANNER: YOU THINK THIS IS WHERE THEY MAKE THE DROP?

DUBOIS: NO. IT'S THE CITY WHERE THE DEAL HAPPENS.

TANNER LOOKS UP—HE'S SEEN SOMETHING GO PAST THE WINDOW.

TANNER: ANYONE ELSE USING THIS PLACE?

DUBOIS: NO ONE.

TANNER LOOKS AROUND THE CORNER OF THE DOOR.

HE IS SUDDENLY ATTACKED AND KNOCKED IN THE FACE, AND HIS GUN SKIDS ACROSS THE FLOOR.

TANNER SEES IT AND IS GOING TO MAKE A MOVE FOR IT WHEN ANOTHER FIGURE PICKS IT UP.

TANNER'S EYES FOLLOW FROM THE FLOOR UP TO THIS PERSON'S FACE. IT IS JERICO.

CALITA WALKS INTO THE ROOM THAT DUBOIS IS IN. SHE POINTS HER GUN AT HIM. HE FREEZES.

JERICO: REMEMBER ME? I REMEMBER YOU. YOU'RE A COP AND I'M THE GUY WHO SAID I'D FIND YOU.

JERICO TAKES THE CLIP OUT OF TANNER'S GUN.

JERICO: THERE'S A TRACKER IN THE CLIP.

AS JERICO IS TALKING, DUBOIS MOVES A HAND TO THE LAPTOP.

JERICO SHOWS TANNER THE CLIP, THEN REINSERTS IT INTO THE GUN.

JERICO LOOKS AT DUBOIS.

JERICO SHOOTS AND KILLS DUBOIS, DEVASTATING THE LAPTOP, TOO. CALITA AND LOMAZ JOIN IN.

AT THIS MOMENT TANNER LEAPS PAST LOMAZ INTO THE ADJOINING ROOM, BULLETS FLYING AT HIM. THIS SEGUES DIRECTLY INTO THE NEXT MISSION.



You're on the other side of a heavy corrugated steel door, but Jericho's henchmen are sawing through it. Worse yet, you're weaponless!

The first thing to do is get some hardware. The problem is, it's on the other side of the broken catwalk behind you. You need to bridge the gap in the catwalk, so jump into the nearby forklift and use it to lift a crate.



To lift a crate, push it against a wall before raising the fork.

**TIP**

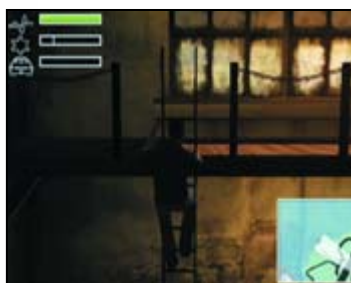


While raising the crate, move the forklift into position under the gap in the catwalk. When the crate is raised, it creates a steppingstone across the catwalk.



Jump out of the forklift and climb the ladder to the catwalk—Jericho's gunmen are almost through the door!

Leap the gap in the catwalk by jumping onto the crate, then jumping from the crate to the other side of the catwalk.



Hug the wall as you run down the left side of the catwalk and leap at the last possible second to jump over the gap without needing to set up the forklift and crate first.

**TIP**



The pistols are at the end of the catwalk. Dash over to them, because Jericho's goons are coming through the door. Expect to take a bullet or two.

Climb down the ladder next to the weapons to reach the warehouse's other side. Use the health pack at the bottom of the ladder if you were shot on the catwalk.

The gunmen have a hard time hitting you from the warehouse's other side, so use their inaccuracy to your advantage and pick off all four of them before proceeding.



Conserve your ammo. You don't have any extra bullets for any of the weapons you picked up. Use the pistol to shoot the thugs who busted in, as it's a reliable long-range weapon.

**TIP**

When the inside of the warehouse is secure, switch to your shotgun (picked up near the exit) and approach the door in front of you. As you walk to it, a gunman bursts into the warehouse. Shoot him, the two other gunmen outside the door, and gunmen in each of the two cars near the warehouse. Use the doorframe as cover, and duck in and out of the warehouse as necessary.



Don't walk around the warehouse's left side! There's another gunman there and two more in a boat offshore, and they shoot at you if you give them a chance. Avoid them.

Don't miss the health pack to the warehouse door's right. You need it!



Another two cars containing three gunmen pull up at the warehouse entrance after you come out shooting. Eliminate these goons by using one of the nearby cars for cover.



Jump into one of the abandoned LTS V-8s and make a break for it, following the route on the map at this section's beginning that leads to Vauban and a successful mission completion.



## Part 3: To Vauban

From the warehouse, drive north along the road leading to the main road. There's an enemy roadblock along the way. Drive around it.

When you reach the main road, head due north. Enemy vehicles may pursue you. Don't worry about them for now—keep going north.





## Nice Mission #18: Hunted



When the road ends, hang a sharp left followed by a sharp right. This puts you on the spiraling road leading uphill to Vauban.

Jericho's goons blocked off several of the usual roads leading up the hill, so you need an unconventional way to get up there. When the road forks, take a right, followed by a tight left.



Sneak around the right end of the barricades to your right. It's not going to do your paint job any favors, but it gets you up the hill. The enemy car beyond the barricades is unoccupied. Jump into it or, if your car is in good shape, push it out of the way.



Take the next hairpin left at the ramp's top and follow the road as it rounds the hill. Work up speed, but do not hit the buildings on either side of the narrow street.



Hopefully, you approach the enemy roadblock with a good head of steam and can bust right through it. If not, hit as many gunmen as possible and push your way through the roadblock.



Continue past the roadblock to a ramp leading up the hill to your right. Take this right turn and keep climbing.

Go straight at the ramp's top and stomp on the gas. You have to plow through another enemy roadblock—make sure you're moving when you hit it.

Go around the hill past the second barricade. Take the second right turn—a wide cobblestone path leading to the top of the hill (and Vauban).



Ignore the gunmen at the top of the hill. Drive into the area below the large red arrow to meet Vauban and complete the mission.



**INT. SAFE HOUSE—EVENING.**

**JERICO KICKS AT THE DEBRIS OF DUBOIS'S LAPTOP.**

**CALITA:** YOU WANT ME TO BACK UP LOMAZ?

**JERICO:** NO. THE COP'S GOT NOWHERE TO GO.

**JERICO PUTS TANNER'S GUN DOWN. HE AND CALITA START TO WALK OUT OF THE BUILDING, STEPPING OVER THE DEAD BODY OF DUBOIS.**

**JERICO:** YOU EVER BEEN TO TURKEY?

**CALITA:** LET'S SEE, YOU HAVE, RIGHT? THAT WOULDN'T BE YOU WHO PUT DRAINAGE IN NAZ'S SKULL...?

**JERICO:** A MISUNDERSTANDING OVER DINNER.... DID YOU KNOW IT'S AN INSULT NOT TO EAT SHEEP EYES? YOU EVER EAT A SHEEP EYE?

**CALITA:** NO. WHAT'S A SHEEP EYE TASTE LIKE?

**JERICO:** I DON'T KNOW. I DIDN'T EAT IT.





## Drivethrough Missions: Istanbul Mission #19: Surveillance

**Mission Start:**  
Sopa Inca nightclub, Beyoglu West

**Mission Finish:**  
Tanner's hotel, Topkapi southwest



### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

'71 PICKUP (NIGHTCLUB, AND AT CONSTRUCTION TOWER BASE)  
'54 CLASSIC (OUTSIDE WAREHOUSE)  
MOPED (OUTSIDE WAREHOUSE)

### Objectives:

1. TAIL JERICO TO HIS HIDEOUT POINT.
2. INFILTRATE THE WAREHOUSE WITHOUT BEING SEEN.
3. ESCAPE THE WAREHOUSE.
4. FLEE TO HOTEL.

## Overview

Tanner's first Istanbul mission has you locating the elusive Jericho and tailing him through the north city without getting too close and blowing your cover. After Jericho enters the warehouse facility, you need to find an alternate entrance, infiltrate the place until you're within earshot of a deal going down, then leave without being tagged. After you're out of the warehouse, you need to return to your hotel while being pursued by thugs in Jericho's service.

## Part 1: Tailing Jericho

The first Istanbul mission begins with a cutscene of Jericho leaving the nightclub and getting into a car. Tanner, behind the wheel of a gray '71 pickup, follows him at a safe distance.



## Istanbul Mission #19: Surveillance

When the cutscene ends, you must follow Jericho closely enough so that you don't lose him, but not so close that you arouse his suspicion. A meter in the screen's center indicates how close you are to your quarry. If the meter is almost empty, you're too far away. If it's nearly full, you're too close. If the meter is ever completely empty or completely full, you're too far or too close, and the mission is a failure.

This isn't a car chase. Jericho's not trying to get away from you, so you don't have to mash down on the accelerator. Go easy on the gas—this is a drive through town, not a street race. Use your minimap radar to keep tabs on Jericho from a safe distance.

Jericho pulls up to the front entrance of the Gulala Tower warehouse and gets out. Find another way into the warehouse and reach Jericho without being detected by anyone who can raise an alarm.



You can be detected in one of two ways: You can be spotted by one of Jericho's henchmen and fail to kill him before he sounds the alarm, or you can fire unsilenced rounds that can be heard throughout the complex. If you are detected, Jericho runs out the front door and drives off, leaving you with a failed mission.



**CAUTION**

### First Floor



When you enter, target the head of the guard standing in front of you and fire one silenced shot to kill him. If your aim is off, pump a few more silenced bullets into him before he sounds the alarm.

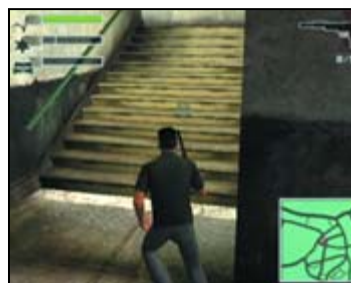
To your left is a set of stairs leading to the second floor. Ignore them for now. Instead, walk forward past the dead guard until you come to a metal catwalk. Do not go up the catwalk! You're discovered if you do.

Instead, hang a left and head down the hall until you come to a room with a guard ogling a poster of a swimsuit model. Shoot him in the head with your silenced Beretta to put him down, then pick up the four health packs in the room's corners.



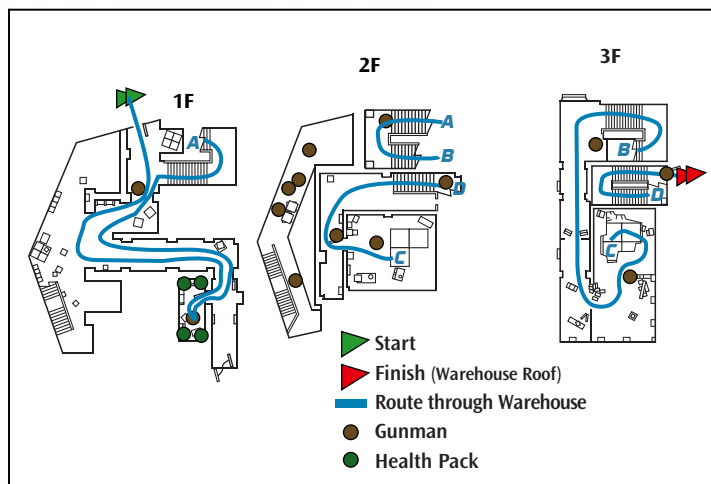
If you don't need these health packs now, return to them later if you get wounded.

**TIP**



There's nothing else to do on the first floor that won't get you noticed, so backtrack to the warehouse entrance and ascend the stairs to the second floor.

## Part #2: Into Gulala Tower Warehouse



To enter the Gulala Tower warehouse undetected, stroll north and enter through the basement door on the other side of a brick wall. Equip your silenced Beretta, because using any other weapon in the warehouse guarantees your detection and results in mission failure.





## Second Floor

There's another armed guard on the second floor landing. Fortunately, he's looking away from you. Plug him in the back of the head with a silenced round and continue up the stairs to the third floor.



As you start up the stairs, a new objective flashes in the screen's lower-left corner: Find the meeting.

**NOTE**

## Third Floor



After you reach the third floor, turn left and cap the crook who ducked out for a smoke break. When he's no longer a threat, continue down the hall.

At the end of the hall, turn left and shoot the next guard, who also is not looking in your direction.

## Second Floor



The guard you aced was standing over a huge hole in the floor. A series of three descending platforms leads to a previously inaccessible area of the second floor. At the base is another guard. Shoot him, then hop down the platforms to reach the second floor.

As you descend the platforms, switch to your MAC-10 or another powerful weapon. The stealth portion of your mission is about to come to an abrupt end.

**TIP**

When you reach the second floor, walk to the giant orange arrow and wait for Jericho's arrival. Tanner overhears Jericho and an underworld gangster discussing payment arrangements for the fleet of stolen cars.



As Tanner eavesdrops, a gunman walks up to the door of the room he's in and fires. You now know what Jericho's up to. All you have to do is escape with the information.

When the action starts, shoot the gunman in the doorway. Because there's no need for stealth, pull out your biggest baddest gun and get ready to fight your way out of the warehouse.

Run out of the door and take cover behind the giant cement pillar. Five gunmen shoot at you from the catwalk you saw earlier. You can't reach them from your current position, but you have to shoot them all to make it through the warehouse in one piece.



Duck behind the pillar for cover, pop out, and shoot at the gunmen. Continue to apply this technique until they fall. Their heads are the best targets.

**TIP**



After you kill all five gunmen, run to the set of stairs leading up to the third floor. Don't rush up them yet, as there's an armed thug who rushes out to the landing and shoots. Instead, wait for him at the bottom of the stairs with your crosshairs trained on the landing. Plug him when he shows his face.

Go up stairs until you reach the warehouse door. Be on guard for the thug who busts through the door as you approach. Train your crosshairs on the door's center, and you won't have any trouble blasting him when it opens.





## Istanbul Mission #19: Surveillance

### Part 3: Escaping the Warehouse Across the Rooftops



After shooting the gunman who barged through the warehouse roof door, stand inside of the doorway and use it for cover as you pick off the two other gunmen on the roof.

No matter how good you are, you probably took a couple of slugs during that gunfight, so pick up the health pack next to the doorway before heading onto the roof.

Two other gunmen are on this roof, and they run out from behind large concrete chimneys as you step onto the roof. Duck into the doorway and use it as cover as you take them out. There is only one other gunman behind the chimneys. Shoot him.



With all six gunmen dead, this area of the warehouse roof is secure. If you're low on health, run around the back of the stairwell to find a health pack.



From the door to the rooftop, run past the chimneys to the sixth gunman's corpse. A set of stairs leads down to the next roof, which also has two gunmen standing in the open. Stand a few feet back from the ledge and use it as cover as you plug them.

A third gunman stands at the far end of the second roof, but you must shoot carefully with the M16 or other long-range weapon to hit him.



Run down the stairs to the second rooftop and duck behind one of the large metal tanks. Two more gunmen hide behind these tanks, and they pop out (and try to pop you) when you reach the second rooftop. Use the tanks as cover while you eliminate the gunmen.



Run past the tanks to find an additional gunman hiding behind a short wall ahead of you. Shoot him, as well as the three gunmen who run up the stairs at the roof's far corner.

After wasting Jericho's goons on the second roof, proceed to the stairs leading down to the third roof. From the top of the stairs, you should be able to pick off at least one of two gunmen standing on the top floor of the building under construction in the distance.

### Under Construction



After you eliminate both of those goons, proceed across the third roof to the top floor of the building under construction. From here, fight your way to street level. It's close-quarters combat all the way, so rapid-fire weapons are a must.



A steep ramp leads down from the top floor—so steep, in fact, that you might mistake it for a sheer drop. Move down the ramp.



At the ramp's bottom, turn right and try to pick off the three thugs who run from right to left and hide behind pallets of lumber. Use the doorway as cover as you shoot them.



The third gunman might be reluctant to follow the other two. If he doesn't poke his head out, run to the pallets to lure him out, and use the pallets as cover while you blast him.



**TIP**



Run past the area where the last three gunmen came from to find another ramp leading to a lower level of the half-finished building. Carefully descend.

Turn right at the end of the stairs and shoot the thug running from right to left before he ducks out of range behind a wall. If you don't hit him, it's not the end of the world.

If you need health, there's a health pack on a small balcony overlooking the street. You can make a mad dash for it, but be aware that there are several gunmen on the other side of the left wall, as well as a few gunmen on the street level who will fire up at you if they see you.



Stand next to the railing to the right of the balcony with the health pack and blast the gunmen on the street. You have to eliminate them sooner or later, and doing it now helps keep you from being overwhelmed when you reach street level.



Use the wall you saw the gunman dash behind as cover and eliminate the two gunmen in the next area of the floor you're on (three gunmen if you missed the first one).



Drop through an unfinished staircase to the street level. When you touch the ground floor, the action gets more hectic!

Two cars full of thugs pull up right in front of the building under construction, and you're given a new mission objective: Get to a safe house.

## Part 4: To the Hotel



You have a few options for accomplishing this task. There's a trusty rusty '71 pickup in the construction site that you can jump into and drive off in, but you have company in the form of bloodthirsty gunmen who pursue you all the way.

Take out the four gunmen who just arrived. Not only does this keep them from pursuing you, but it also gives you access to one of their '54 Classics, which are faster than the pickup.

Watch out for the one remaining gunman on your side of the street. He's hidden behind a wall in front of you and will shoot you from behind as you cross the street. Take out the newly arrived thugs from a distance, then run out of the building and turn around to find and eliminate the gunman.



**CAUTION**

### You Must Be Joking

There's also an Istanbul moped you can hijack and take to the safe house. Considering its twitchy handling and lack of protection from gunfire, you're better off with something more substantial.





## Istanbul Mission #20: Tanner Escapes



The route to the hotel is uncomplicated. From the construction site, head south (downhill) and take your first right, then your first left, then your first right again (Waypoint #1).

Proceed northwest to the highway bridge (Waypoint #2). To save time, you can cut through the grassy park on the road's left side.



Halfway across the highway bridge, a gang of thugs heading in the opposite direction skids across the median and tries to smash into you. Evade them, then either get out of the car and shoot them, or out drive them.

A second car of thugs appears after the first and tries to use the same cross-median maneuver against you. Avoid them and either shoot or outrun them.

Continue across the bridge and bear right at your first opportunity (Waypoint #3), onto the bus route, which appears as a blue road on your minimap. Stay on this road, and don't veer to the right or left exits when they appear, or you wind up on an unfinished exit ramp with enemies lying in wait.



As you approach the safe house hotel, you have to lose any cars tailing you. You can either get out of your vehicle and gun down your pursuers, or you can shake them with the techniques described in the "Driving Games" or "Training" sections of this guide.

After you're no longer pursued, run or drive up to the large orange arrow that marks the entrance to the safe house and the end of the mission.

## Mission #20: Tanner Escapes

**Mission Start:**  
Istanbul police station, Ebusset Street, Seraglio Point

**Mission Finish:**  
Tanner's hotel, Millet Road, Topkapi District





### Overview

When Tanner and Jones realize Vauban isn't going to play nice, they leave the Istanbul police station and "appropriate" a Cargo Van. While Jones drives, you must fend off the police with whatever weapons are at hand in the back of the van. Fortunately there's a Mac-10 and grenade launcher to play with.

After you halt a few dozen cop cars, Jones ditches the van in the water, and you split up. You pilot a boat to a safe entry point, and hijack a car to take you the rest of the way to your hotel, with the cops on your tail. You need good aim for the first part of the mission, and extreme driving skills to reach the hotel.

#### Weapons Detail:

9MM RAPID-FIRE MACHINE PISTOL  
GRENADE LAUNCHER

#### Modes of Transportation:

CARGO VAN (POLICE STATION PARKING LOT)  
ST. MICHAEL MARINER (SEA OF MARMARA)

#### Objectives:

1. ESCAPE FROM THE POLICE STATION IN A STOLEN CARGO VAN.
2. FEND OFF ISTANBUL POLICE WITH MORE THAN HARSH WORDS.
3. DITCH THE TRUCK, AVOID THE POLICE, AND FLEE TO HOTEL.



EXT. SKY—DUSK.

PLANE IN TRANSIT TO TURKEY.

TANNER: GATOR'S STILL ALIVE. HE'S BEEN SIGHTED DOWN AT COCONUT WALK. GET TO HIM BEFORE JERICHO. THEY'RE GOING TO TAKE HIM OUT.

JONES: WHAT DOES GATOR KNOW?

TANNER: HE KNOWS WHO JERICHO'S SELLING THE CARS TO. HE KNOWS WHERE THEY'RE GOING.

EXT. ISTANBUL AIRPORT—DAY.

JONES GET OUT OF THE PLANE AND GETS INTO TANNER'S CAR.



INT. ISTANBUL POLICE STATION—DAY.

TANNER IS WAITING AS VAUBAN AND THE TURKISH POLICE BOSS STORM IN.

VAUBAN: DUBOIS IS IN A BODY BAG AND THE BULLETS ARE YOURS.

TANNER: YOU KNOW IT WASN'T ME! I CAME TO TALK ABOUT JERICHO.

TURKISH BOSS: ARE YOU ARMED?

TANNER DOESN'T RESPOND.

TURKISH BOSS: I SAID, ARE YOU ARMED?

VAUBAN: YOU ARE ON THE NEXT FLIGHT BACK TO MIAMI.

TANNER HANDS OVER HIS GUN AS HE TALKS.

TANNER: WE KNOW WHERE THEY'RE SHIPPING THE CARS.

VAUBAN: INTERNAL AFFAIRS ARE COMING DOWN ON YOU AND I'M NOT GOING TO STOP THEM.

TURKISH BOSS: BU ODADAN ÇIKMASINI İSTEMİYORUM!

SUBTITLE: I DON'T WANT HIM LEAVING THIS ROOM!

VAUBAN: YOU WALK OUT OF HERE AND YOU'VE CROSSED THE LINE.

TANNER LEAVES THE ROOM. THE DOOR CLOSSES BEHIND HIM. VAUBAN TURNS TO THE TURKISH BOSS.

VAUBAN (TO TURKISH BOSS): I WANT HIM STOPPED.

## Part 1: Get in the Back of the Van!



Tanner escapes from the Istanbul police station, with Jones taking the Cargo Van's driver's seat. With Jones lurching around corners, you have no control over where you're going. Your job is to prevent the police from ramming the van and crippling it.



The van is wrecked when the damage gauge is empty, and the mission fails. Follow the plan of action here to reach this stage's second part with more than two-thirds of van damage remaining!



This is possible through judicious use of the grenade launcher and the Mac-10, two exceptional weapons to keep the police at bay. The plan is this: As soon as the chase starts, punt a grenade at the nearest police car. If the blast catches it, keep the launcher equipped.

If the police car gets within 20 feet, any grenades you fire either bounce over it and out of range, or explode next to your truck, demolishing both vehicles and causing you to fail your mission.



## Istanbul Mission #20: Tanner Escapes

It's possible to use the grenade launcher 90 percent of the time, however. Fire a grenade out of your truck once every couple of seconds when you don't see enemies (in case one appears from a side street).

When an enemy police car appears, time your grenade launch so the ordnance explodes to the side or behind it. The force throws the car off its path, slamming or rolling it, or launching it high into the sky! Attempt this for every car you see.



By "every car," we also mean innocent drivers! Tanner's felony rating is at maximum anyway, so it doesn't matter if a few victims fly off in crumpling cars. This has the added benefit of adding wreckage that cop cars can't drive through.

**TIP**



If a car breaks through your grenade lobbing, quickly switch to the Mac-10 and blast the car's engine and hood. Also refer to Mission #10 ("Welcome to Nice") for other places to aim. Nothing is more effective than peppering the hood with bullets, though!

When the close cop car veers off, switch to the grenade launcher and plug grenades out before another cop car gets close. If you keep using the Mac-10, you always have cops near you, and their ramming does more damage to the van.



Save the grenades for cop cars, not your own vehicle. It is possible (usually when turning a corner) to ricochet a grenade off a wall or car and into your van. That's an instant mission failure.

Keep this pineapple punishment up all the way through the city as Jones winds south, eventually driving off Kennedy Road and into the water. Jones is going to be OK—he's taking a different route to his hiding place while the cops hone in on you.



### Part 2: Bolting for Home Base



After surfacing, you appear on a St. Michael Mariner vessel. Check the map to see where you need to get. It isn't near the water. But it isn't wise to head for land as the cops pursue you with vicious determination. Instead, stay off land as long as you can.

The most cunning plan is to turn your boat left and head west, along the southern stretch of Kennedy Road, in the Marmara Sea. Police patrol boats give chase, but don't hassle you as severely as the cars. Continue westward.

Go until you reach the last road heading north before the seashore winds south. This is Mustafa Kemal Road. Leap out of the car, bound up the seafront steps, and appropriate a car. Accelerate north.



Continue until you reach the tramway of Millet Road running east to west. Swerve and try to enter the tramway area. If the cops follow you, waylay them by winding in and out of this area as you accelerate west.



Drive until the cops lose you, which happens before you reach Millet Road. Then keep an eye on your radar for any white fanning blips indicating a nearby police vehicle. Make sure the fan points away from you.

There's usually a cop around as you near your hotel. Slow down and let it pass, or reverse and head around a block to keep it from spotting you. Hiding behind the hotel also works. When the coast is clear, zoom up to the hotel's front.



Park your car in the open garage area to the right of the main door, get out, and enter the foyer of this grimy establishment. The mission ends inside. But what if the police have spotted you? Then the door remains closed, and you have to deal with the cops!



### THE WHEELMAN PLAN: COPING WITH COPS

Are the police constantly ramming into you? Have you exhausted all opportunities to waylay them? Have you read up all the police avoidance plans in the "Training" and "Driving Games" sections? Then drive to the hotel, and prepare for a last stand!



When you reach the hotel, ditch the car and bring out the Mac-10 or the grenade launcher. Scan the radar for the cops' locations. Then plant a grenade so it bounces into each squad car. Do this quickly.

As the police react to the explosions, switch to the Mac-10 and pick them off one by one. If any of them drops a shotgun, switch to that if you prefer it. You must defeat four squad cars—reinforcements arrive!

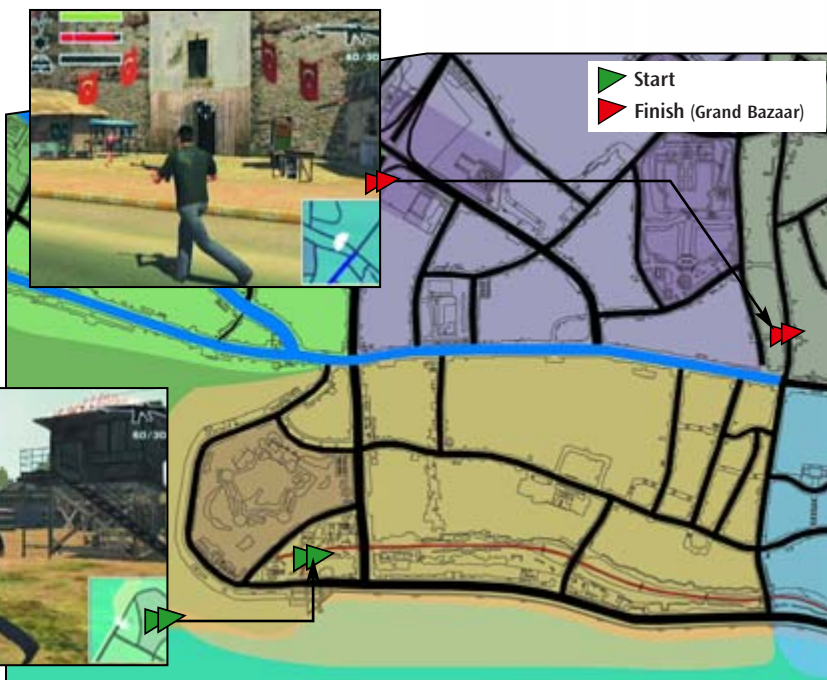
Take out any vigilantes who take you on, and continue until you defeat all cops. The radar flashes white, and the hotel door unlocks. Run inside before more police arrive!



## Mission #21: Another Lead

**Mission Start:**  
Near south exit of train yard, southwest Beyazit sector

**Mission Finish:**  
Inside the Grand Bazaar, at a stall near the central stepped area



### Overview

When it seems the plan to bust Jericho has fallen apart, Tanner and Jones come up with a strategy to track arms dealers in Istanbul, betting that one of them will have information leading to Lomaz, who will lead them to Jericho. They tail an arms dealer into Istanbul's Grand Bazaar and get into a huge firefight with the locals. After killing a football team's worth of goons, Tanner doesn't have any trouble getting Lomaz's location from the petrified arms dealer.

## Istanbul Mission #21: Another Lead

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

LE CHARIOT A1 (AT TRAIN YARD, START OF MISSION)

### Objectives:

1. TAIL THE ARMS DEALER TO THE GRAND BAZAAR.
2. SHOOT YOUR WAY THROUGH THE BAZAAR AND GET LOMAZ'S LOCATION FROM THE ARMS DEALER.



EXT. STREET/HOSPITAL/SIDE STREET—NIGHT

THE BAGMAN (IN FRANCE) WALKS ROUND THE SIDE OF HIS CAR AND OPENS THE TRUNK. THE FRAME FREEZES ON HIS FACE. HE REACHES FOR A SMALL BAG AND WE CUT. A POST-MORTEM MEDIC WITH A MASK ON THEN OPENS THE BAG—PICKS UP A SMALLER BAG AND LOOKS AT IT.

JONES (V.O.): WHAT GATOR KNEW WAS THIS—JERICO WAS PUTTING A DEAL TOGETHER WITH THE BAGMAN. THE BAGMAN'S A FRENCH PRO, NOW RUNS MONEY FOR RUSSIAN GANGSTERS. THEY SAY HIS NAME DON'T COME FROM THE MONEY HE MOVES, IT COMES FROM THE BAG HE'LL PUT YOUR BODY IN IF YOU GET IN HIS WAY. HIS LAST VICTIM ENDED UP IN 17 BAGS SPREAD ALL OVER THE CITY. ONE FOR EVERY THOUSAND DOLLARS THE BAGMAN WAS RUMORED TO BE CARRYING. IF THE BAGMAN'S IN TOWN WE KNOW IT MEANS THE CARS ARE GOING TO RUSSIA AND HE'S HERE WITH THE MONEY TO MAKE THE EXCHANGE.

LOMAZ IN CONVERSATION WITH A COUPLE OF ARMS DEALERS.

LONG SHOT, UNDER AN ARCH, SILHOUETTED.

JONES (V.O.): WHEN AND WHERE IS WHAT WE DON'T KNOW, BUT IF WE CAN TRACK ARMS DEALERS IN THIS CITY, THEY'LL LEAD US STRAIGHT TO LOMAZ AND THE NEXT DEAL HE'S PUTTING TOGETHER.

## Part 1: Tail the Arms Dealer

At the mission's start, hang a U-turn and tail the arms dealer's car. Follow him on his short trip to the Grand Bazaar, which is a convoluted romp around Istanbul on the map at this section's beginning.

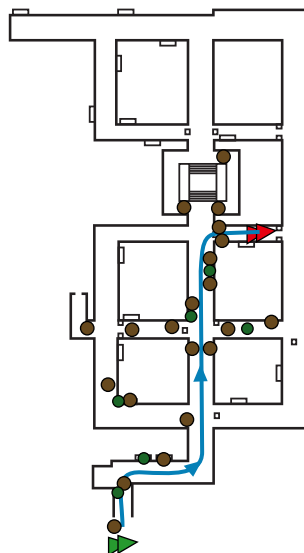


The arms dealer is unaware that he's being tailed, so he doesn't try to lose you. He takes a winding road which is difficult to follow, so always look where your foe is about to turn, and react early.

That doesn't mean you should drive recklessly, however. Having headlights while driving through Istanbul at night is a big help. Your headlights are one of the first things to go if you suffer a frontal collision, so ease off the gas and keep your vehicle in good shape.

## Part 2: Grand Bazaar Shootout

- Start (Bazaar Entrance)
- Finish (Arms Dealer)
- Route to Arms Dealer
- Gunman
- Health Pack



When you reach the Grand Bazaar, the arms dealer notices he's been followed and runs into the bazaar. The mission heats up. Several dozen gunmen inside and around the bazaar don't take kindly to lawmen such as yourself, and they're determined to make sure that you don't catch the arms dealer.



Jones and Tanner exit the car at the start of the second part of the mission. Jones stays outside the bazaar and provides cover fire for you. Shoot the lone gunman who comes out of the bazaar, and then enter the bazaar.

The locations of the gunmen do not appear on your minimap radar. Use the previous map to pinpoint their locations.

**CAUTION**



Move slowly into the bazaar and shoot the gunman who comes rolling into the entrance hall from the right. Proceed forward carefully. There's a health pack to your left if you need it.



**Don't rush through the bazaar. Although you only travel a short distance through it, you must shoot more than a dozen gunmen as you go. Use walls, corners, and doorways as cover.**

**TIP**



Turn right to find a health pack in an alcove on the left side of the hall. Watch out for the gunman hiding in the alcove just beyond the health pack. Shoot him first, then take the health pack. If you don't need the health pack now, save it for later.

**Reload your weapon. There's nothing worse than rounding a corner, lining up a shot, squeezing off two bullets, then having to change the clip. After killing each enemy, manually reload to ensure that you're ready for the next one.**

**CAUTION**



Poke your head around the next corner and shoot the two gunmen in the distance, as well as the one who comes tumbling out of the left side of the hallway. Keep ducking back behind the corner to reload. If you need it (and haven't grabbed it already), use the health pack behind you.

If you need a third health pack, go down the main hall and take your first left. There are two gunmen at the end of this section of the bazaar. Shoot them both, then pick up the health pack in the alcove at the end of the hall. Return to the main bazaar hall when you have it.

Proceed down the main bazaar hall and shoot the gunmen in the side halls to the right and left. The best way is to walk down the hall, hugging a wall and aiming at the opposite wall. As soon as you can target a gunman, shoot him.



Two health packs are in the main hall and one is in the hall leading to the right. Consult the map at the beginning of this section to see their locations, as well as the locations of the gunmen around them. Blast gunmen, pick up health packs, and repeat to make your way down the hall.



Make sure you're at full health (or as close to it as possible) before moving farther down the main hall. Two gunmen pop out of the side hall to the right, and another pair of gunmen runs at you from either side of the gazebo in the bazaar's center. Shoot them, starting with the three on the hall's right.



When all the gunmen in the main hall have been disposed of, walk into the last hallway to the right at the end of the main hall to find the arms dealer. After seeing you take on 15 gunmen, he won't trouble you. He begs you not to kill him and promises to reveal Lomaz's location in exchange for his life. This successfully completes the mission.



**Do not shoot the arms dealer! If you target him, your crosshairs turn blue, indicating that he is not a threat. If you kill the arms dealer, you never find out where Lomaz is holed up, and you instantly fail the mission.**

**CAUTION**





# Mission #22: Alleyway

**Mission Start:**  
Parking lot northeast of Inonu Stadium

**Mission Finish:**  
Safe house gym (south of Topkapi Palace)

## Overview

As Tanner stays behind to chase Calita, Jones pursues the Bagman through Istanbul's narrow streets. The Bagman drives by a warehouse and his thugs box Jones in the alley outside of it when he tries to follow. Jones fights through the dilapidated warehouse and steals a car inside. Busting out through an alternate exit, Jones drives to the safe house gym.

## Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

## Modes of Transportation:

SANTUN TTZ (PARKING LOT OF STADIUM)  
CARGO VAN (PARKING LOT OF STADIUM)  
'54 CLASSIC (PARKING LOT OF STADIUM)  
'73 CLASSIC (PARKING LOT OF STADIUM)  
'54 CLASSIC (BASEMENT OF WAREHOUSE OFF TOMTOM KAPTAN STREET)

## Objectives:

1. TAIL THE BAGMAN TO THE WAREHOUSE ALLEY, WHERE HIS THUGS TRAP YOU.
2. FIGHT THROUGH THE WAREHOUSE AND STEAL THE CAR INSIDE.
3. BUST OUT OF THE ALLEY TRAP AND DRIVE TO THE SAFE HOUSE GYM.

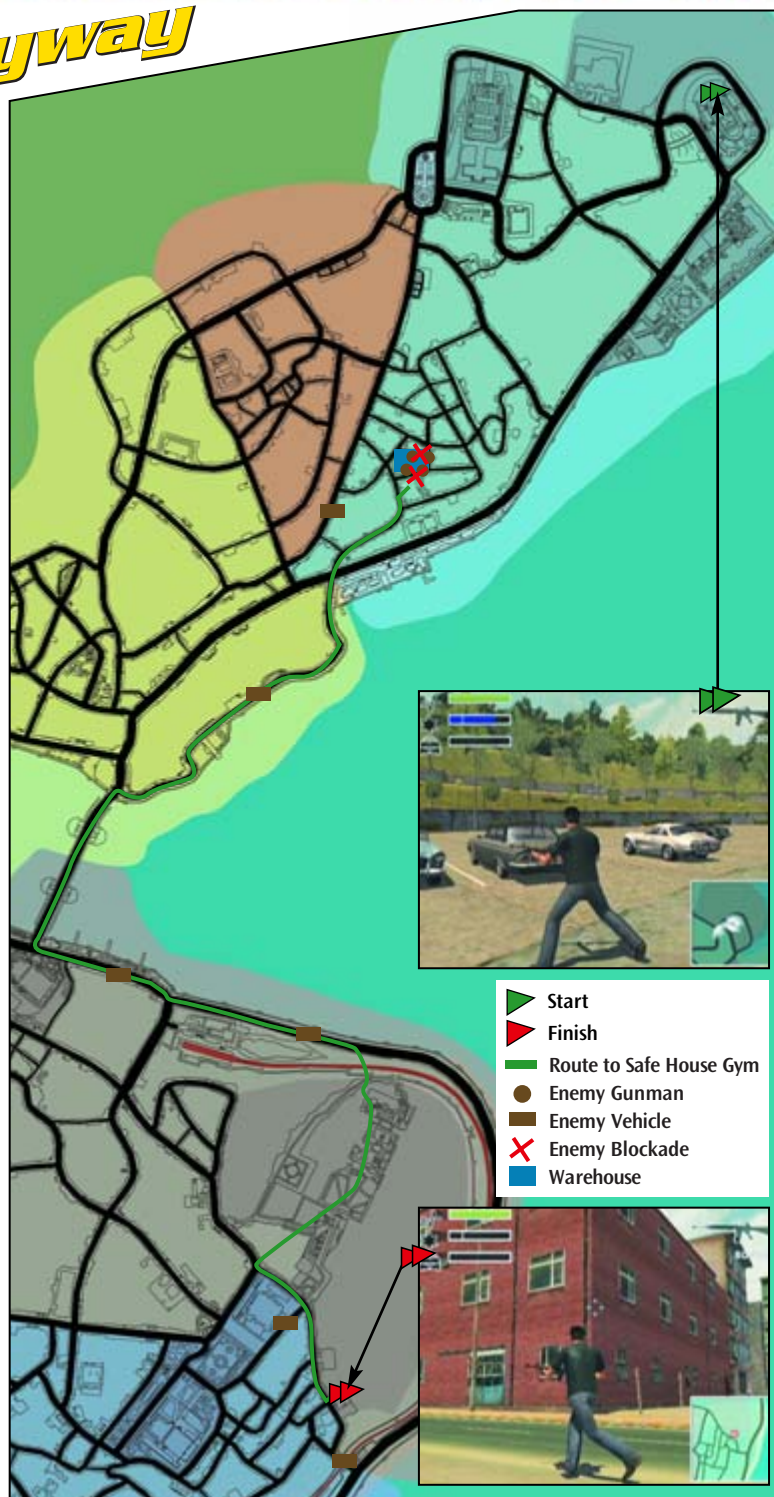


EXT. NIGHTCLUB—NIGHT.

LOMAZ HAS HIS BACK TURNED, HAVING JUST FINISHED A MEETING WITH A GANG OF ARMS DEALERS.

TANNER AND JONES ENTER THE OFFICE, UNSEEN.

TANNER: YOU GOTTA FACE FACTS—THIS DEAL JUST AIN'T WORKING OUT.



LOMAZ GOES TO DRAW HIS GUN.

TANNER: SO, INSTEAD, I THOUGHT YOU AND ME WOULD TALK.

LOMAZ GOES TO MAKE A MOVE. JONES HITS HIM—SURPRISING LOMAZ. TANNER AND JONES GO TO WORK ON LOMAZ—RETURNING THE FAVOR LOMAZ GAVE TO TANNER WHEN THE TWO FIRST MET.

JONES TAKES HIM OUT OF ONE EXIT.

JONES: I'LL GET HIM TO THE DOCKS—YOU HOLD THEM OFF.

TANNER IS LEFT STANDING IN THE ROOM, HIS GUN READY.



INT. STADIUM—DAY.

JONES WAITS JUST INSIDE THE STADIUM AS THE BAGMAN, WITH A BAG, WAITS, UNAWARE OF JONES'S PRESENCE. TANNER IS IN THE CAR.

JONES (V.O.): WE TELL HIM IT'S JERICO, NOT CALITA, WE WANT, SO LOMAZ TALKS DROP SITE AND WE CUT HIM A DEAL.

TANNER SEES CALITA ARRIVE. SHE BEGINS WALKING TOWARD THE INTERIOR. THEN SHE STOPS.

JONES (V.O.): CALITA. SHE JUST KNEW.... IN A SECOND SHE KNEW. SHE BREATHED IN AND IT SMELT BAD. SHE JUST TURNED AROUND AND WENT.

## Part 1: Tailing the Bagman

The following chase (Tailing the Bagman) involves pursuing your enemy around the city in a random route; your foe changes course a number of times, even if you replay this part of the mission. Therefore, the route described here, and the elements to watch for are general tips, and may not specifically apply to your chase. However, your final ending location is the same, no matter what route you take.

**NOTE**



At the mission's start, you have your choice of several cars you can use to pursue the Bagman. Choose the brown Santun TTZ. It's the smallest and fastest car on the lot, which comes in handy when the Bagman leads you through Istanbul's narrowest alleys.



Don't peel out and head north to intercept the Bagman if he takes this direction. Follow him as the road curves to the southwest, and stay on his tail! If the Bagman gets more than a block or two ahead of you, you lose his trail and fail the mission.

Fortunately, the Bagman chose a slow and clumsy vehicle, the '73 Classic. Pay attention to his route by keeping an eye on his car and the arrow sign; you won't have trouble following him.

Don't waste time knocking the Bagman off the road or disabling his vehicle. The Bagman escapes in this mission no matter what you do. Just follow him until you reach the trap in the alleyway.

**CAUTION**



At the end of his run, the Bagman usually makes turns into narrow alleys. Don't scrape the walls or hit an obstacle.

The Bagman zips through alleys. When he comes out of the other end of the one pictured here, two tractor-trailer trucks block off either end, and two gunmen come out of each truck. You are trapped.



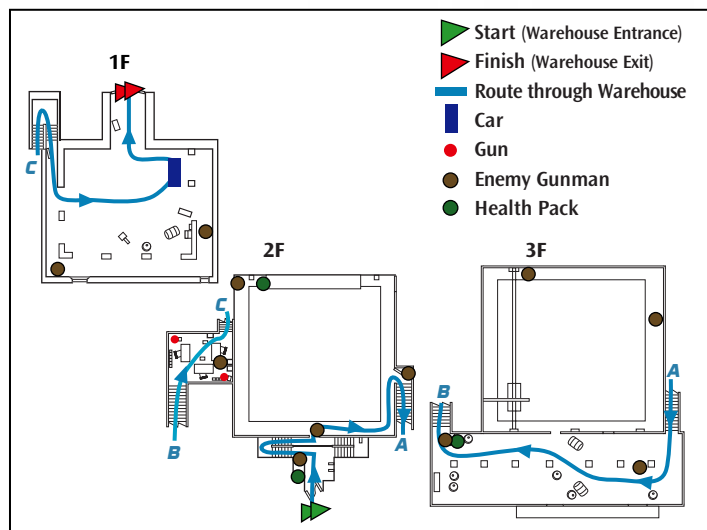
Get out of your car and run into the alcove out of which the truck in front of you drove. Using the truck as cover, shoot the two gunmen on your end of the alley.



Walk into the alley and pick off the two gunmen at the other end of it from a distance. Use the nearby steps as cover.

After you secure the alley, enter the door marked by the giant orange arrow to begin this mission's warehouse part.

## Part 2: Warfare in the Warehouse



## Istanbul Mission #22: Alleyway



This decrepit warehouse has seen better days, and its condition is going to get worse, given the number of bullets that are about to start flying around in it. When you enter, shoot the gunman who runs at you from the stairwell's left side, as well as the gunman at the top of the stairs above you.

You might need health after your recent firefights. A health pack is behind the door you came through. Pick it up if you need it; save it for later if you don't.

Climb either set of stairs and go through the door at the top. It opens to the warehouse's main part, a three-story open area with catwalks around the perimeter. Three gunmen are in this area. One is across from you on the same level. The other two are on catwalks above you. Use the doorway as cover while picking them off.



Look on the map at this section's beginning to pinpoint the locations of the gunmen. One is on the 2F section of the map. The other two are on the 3F section.

**TIP**



Another health pack is at the left end of the 2F catwalk. Take out all three gunmen before getting it, or you leave yourself exposed.

A large pipe hangs above the area. Shoot the chain it hangs from to send it crashing to the floor. You see why in a little while....

Do not fall off the 2F or 3F catwalks! Doing so means instant death and mission failure.

**CAUTION**



When all three gunmen on the 2F and 3F catwalks are no longer a problem, head to the door on the west side of the 2F catwalk and shoot the gunman who runs out of it as you approach.



Go through the door and up the stairs beyond it. When you reach the door at the top of the stairs, shoot the gunman who runs toward you when it opens.

Another gunman is in the room at the top of the stairs. He's in the far corner. Advance on him, using the room's support pillars as cover, and fill him full of lead.



In the safe near the second gunman's original position is another health pack. If you need it, take it. Leave it where it is if you don't.

Open the door near the safe containing the health pack and head down the stairs beyond it. They lead to a small room containing another gunman.



The gunman is hiding in the room's near corner. Run out from the doorway and turn right to see him. Shoot him before he has a chance to do much damage.

This room has two additional weapons, both machine pistols. Pick them both up, then go through the only other door in the room.

The stairs beyond the door lead to the warehouse's first floor. After you reach the bottom of them, a gunman runs out from behind a wall in the distance. Pick him off before he runs back.





Two more gunmen are at the bottom of the 1F open area (see the map). Deal with all three before proceeding.

Remember that huge pipe you dropped when you shot its support chain? You can now use it as cover, or you can shoot it to roll it toward the gunmen and knock them over. The pipe does not kill them—it just knocks them off balance.

Get in the car in the middle of the 1F open area, and use it to smash through the alternate exit from the warehouse. It's time to head back to the safe house gym south of the bridges.



Although you can follow the coastal highway to the gym, there's a sneakier way to get there that draws less attention from your adversaries. Take a shortcut through the Seraglio Point mosque instead. It's not labeled on the in-game map, so use the one at this section's beginning.

It's easy to damage your car while driving through the mosque grounds. But you don't need to finish the mission in the car you stole from the warehouse. If that one gets damaged too badly, take another one.

After you exit the mosque grounds, your goal is within range of your minimap radar. Head south toward it.



## Part 3: A Real Workout



It's a long way to the safe haven of the gym, but at least you're in a vehicle. After busting out of the warehouse, hang a left and drive southwest to the bridge.

Enemy cars try to intercept you. Watch your minimap radar to anticipate and avoid them. Don't get out of the car to shoot them.



Cross the bridge and head east along the coastal highway. Watch for any enemy vehicles that try to hit you head-on from the highway's other side.

Shake any enemy vehicles chasing you before you complete the mission. Lose them in the nearby side streets, or get out of the car and waste them.

After there are no more enemy vehicles tailing you, open the doors underneath the big red arrow at the safe house gym to end the mission.





# Mission #23: The Chase

## Overview

As Jones chases down the Bagman, Tanner goes after a different quarry: Calita. She leads him on a chase all over Istanbul. Follow her long enough, and she performs a death-defying leap across an opening drawbridge, leaving Tanner to find another way around. From there, it's a high-speed game of motorcycle cat and mouse, which Tanner must bring to an end either by knocking Calita off her bike or by emerging victorious from a shootout with her goons at the end of her run.

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

LE CHARIOT A1 (STARTING POINT)  
ST. MICHAEL MARINER (UNDER BRIDGE)  
BEAST (PAVILION STARTING POINT)

### Objectives:

1. STAY IN A CAR CHASE WITH CALITA UNTIL SHE LEAPS ACROSS THE DRAWBRIDGE.
2. FIND ANOTHER WAY ACROSS THE RIVER.
3. START A MOTORCYCLE CHASE WITH CALITA AND EITHER KNOCK HER OFF HER BIKE OR FOLLOW HER UNTIL SHE STOPS, THEN KILL HER HENCHMEN.



INT. STADIUM—DAY

JONES WAITS INSIDE THE STADIUM AS THE BAGMAN, WITH A BAG, WAITS, UNAWARE OF JONES'S PRESENCE. TANNER IS IN THE CAR. THIS TIME WE WATCH TANNER AS HE BEGINS TO GIVE CHASE TO CALITA.

**Mission Start:**  
Ring road northeast of Inonu Stadium

**Mission Finish:**  
Warehouse in Turkeli Road, south Beyazit sector



## Part 1: Tailing Calita

The following chase (Tailing Calita) involves pursuing your enemy around the city in a random route; your foe changes course a number of times, even if you replay this part of the mission. Therefore, the route described in here, and the elements to watch for are general tips, and may not specifically apply to your chase. However, your final ending location is the same, no matter what route you take.

**NOTE**



At the mission's start, Calita blows past you and doesn't slow down. You're facing the opposite direction, so you need to turn around! Hold down the emergency brake, steer left, and gun the motor to perform a tight U-turn.



Calita's in the race of her life, and she doesn't hesitate to pull some of the sneakiest maneuvers seen yet in the game. Be prepared for the following points of interest (labeled on the map):

## Point #1: Crossing Traffic

At the chase's start, Calita leads you across a busy intersection. Watch out for the red vehicle coming from your left. Steer around it, but don't wreck yourself on the lampposts in the median.



## Point #2: Sharp Right Turns

When Calita makes her first sharp right turn, don't run into her and T-bone her. This takes out some of Calita's health (as shown in the health bar in the middle of the screen), but it stops you while she keeps going. If you hit her and don't recover, you lose her and fail the mission.



## Point #3: Sharp Left Turns

Calita can make sequences of sharp left after sharp right turns, threading her way between a city block and an oncoming taxi. Square off your turn so you don't run into oncoming traffic.



## Point #4: Park Power Slide

If Calita zips around a tiny park with a single tree, power slide around this corner—taking out the park fence, but avoiding the tree—to narrow the gap between you and Calita by a fraction of a second.



## Point #5: Coastal Road

The coastal road Calita can lead you onto is challenging to race along. The lampposts and trees on either side of the road stop you if you hit them, so the road is narrower to negotiate than you might think. The long right turn past the coastline is easy to misjudge.



## Point #6: Off-Roading

As she approaches the drawbridge, Calita usually goes off the road's left side and takes a grassy shortcut to the bridge. You have to follow her, so do not wreck by wrapping your ride around a tree.



## Point #7: Bridge Up



Calita crosses the drawbridge and leaps the gap. There's no way you can follow her. You must find another way across the river and resume the chase.



## Part 2: Golden Horn Crossing

A glance at the map shows that there's only one other way to cross the river: by boat. However, you can also get out of your vehicle, move to the right, enter the bridge control hut, lower the bridge, then drive out it. Head to the other bridge, though, and you'll lose Calita. For sea-borne transportation, leave your car, head left across to the far bridge support, run down the stairs to the base, and turn to face north. There's a boat moored nearby. Appropriate it!



After you pull the boat away from its dock under the bridge, turn and head directly toward the radar blip showing Calita's new location. Be speedy, and avoid the other ships in this crowded waterway.



Cruise up to Altin Destekle via the dock behind it, searching for the red arrow to disembark near. Run the craft into the dock, step away from the steering wheel, and clamber ashore.





## Istanbul Mission #23: The Chase

### Part 3: Calita's Way Out

This motorcycle chase is more challenging than the previous car chase. To complete the mission, you must capture Calita alive. Either hit Calita at full speed to knock her off her motorcycle, or follow her to the end of her run and kill her goons. There are several areas to which you should pay special attention.



#### Point #10: Beginning the Chase

One of the trickiest parts of the chase comes in the first five seconds. You have to peel out of the garage, speed across the street, and hang a sharp left to follow Calita. If you don't, you smash into cross traffic.



Calita is almost out of your range.

**NOTE**

#### Point #11: Ducking Into the Mosque

After a minute or so of racing, Calita hangs a sharp left into a mosque's grounds. There is no road where she's going. If you're close enough, you can cut her off as she's making the turn and hit her to knock her off her bike and complete the mission.



#### Point #12: Leaving the Mosque

To take Calita out of the chase, hit her, or force her into a wall, and you complete the mission.



#### Point #13: Calita's Accident

Calita loses her cool right after she gets onto the asphalt after cutting through the mosque grounds. She clips a car bumper and swerves out of control for a second or two. Do not hit the car Calita nailed.



#### Point #14: Sideswipe

Calita makes a sharp right turn after a long straightaway toward the end of her run, nearly sideswiping a car. She slows, allowing you a chance to hit her and take her out.



#### Point #15: Intersection Slowdown

Calita slows down for an intersection near the end of her run. If you hit her hard enough here, you can knock her off her bike and complete the mission. Otherwise, you have to survive the upcoming gunfight.



#### Gunfight at Point #16

If you haven't taken out Calita by this point, prepare for a gunfight. Calita pulls into a courtyard guarded by half a dozen thugs. Take out the one near the car at the courtyard entrance, and get behind his car for cover.



Using the car as cover, shoot the next three gunmen in front of you. Advance up the ramp, using the cement structure as cover, if you can't see them all.

There are three more gunmen on the catwalk above the concrete ramp. Getting a clear shot at them is tough and is best done from the ramp's top; use the corrugated steel trailers as cover.



Another gunman hides behind the steel trailers. Use them as cover and shoot him on sight.

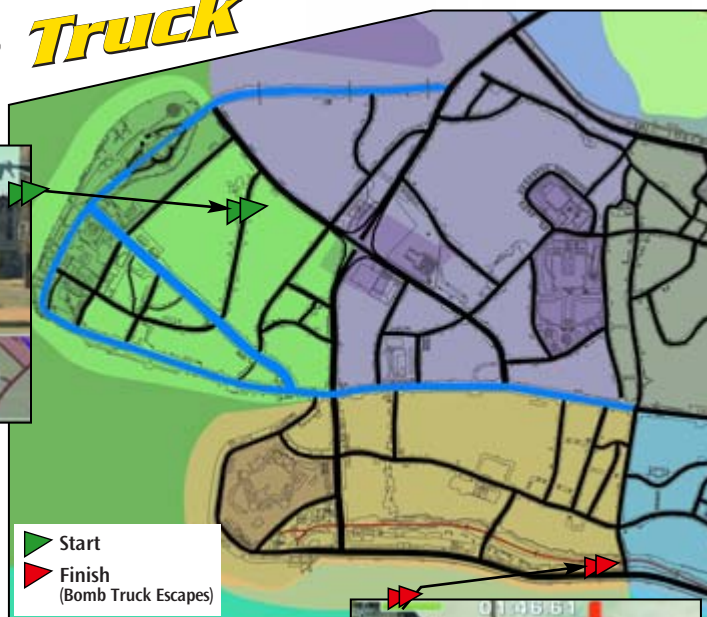
After the gunmen are dead, walk to Calita to capture her and complete the mission.



## Mission #24: Bomb Truck

**Mission Start:**  
Warehouse on Sofular Road,  
Topkapi area

**Mission Finish:**  
Destruction of bomb truck



### Overview

This penultimate mission puts Tanner and Jones in charge of stopping one of Jericho's henchmen from escaping Istanbul by weaving recklessly through the city in a truck, tossing explosive barrels out of the back. To complete this mission you must shoot the bomb truck until it's no longer functional, but that's easier said than done. If you take longer than 2 minutes and 30 seconds, or if the bomb truck gets more than a block or 2 ahead of you, you lose the bomb truck and fail the mission.

### Weapons Detail:

9MM RAPID-FIRE MACHINE PISTOL

### Modes of Transportation:

JAGER (WAREHOUSE YARD, AT MISSION START)

### Objectives:

1. FOLLOW BOMB TRUCK AND SHOOT IT UNTIL IT STOPS.



EXT. STREET NEAR RAILWAY STATION—NIGHT.

CALITA IS IN AN INTERROGATION ROOM.

JONES (V.O.): WITH CALITA IN A CELL AT INTERNAL AFFAIRS TO COOL OFF, TANNER IS BACK WORKING WITH VAUBAN. CALITA WON'T TALK TILL WE EXPLAIN WHY CAINE AIN'T RETURNING CALLS.

RAPID INTERCUT (FLASHBACK): JERICO KILLS CAINE.

JONES (V.O.): SHE STARTS FIGURING JERICO'S GONNA WHACK HER NEXT FOR SCREWING UP. SHE KNOWS WE'RE THE ONLY PEOPLE WHO CAN PROTECT HER NOW.

CALITA: THE CARS ARE ALREADY GONE.

CUT AWAY TO SHOTS OF THE TRUCKS CROSSING A BRIDGE, THEN OF THE CARS REVERSING OUT OF THE BACK.

CALITA: THEY MOVED TWO DAYS AGO—BY NOW THEY'RE WITH NEW RUSSIAN OWNERS. YOU SPENT TOO LONG LOOKING FOR A DROP SITE, WHEN ALL YOU HAD TO DO WAS TRACK THE CARS.



TANNER HAS BEEN CHECKING HIS WATCH.

JONES: SO THE BAGMAN ALREADY SWITCHED THE MONEY AND LEFT?

CALITA: NO. THE BAGMAN AND JERICO ARE STILL HERE. I KNOW THE PLACE, AND I KNOW THE TIME OF THE DROP.

VAUBAN: THEN JERICO WILL CHANGE IT—HE KNOWS YOU COULD HAVE TALKED TO US.

CALITA: THINK ABOUT THAT. THE DROP HAS TO HAPPEN TODAY. HE DOESN'T HAVE ANY CHOICE—HE'S ALREADY HANDED OVER THE CARS.

VAUBAN: HERE'S WHAT WE DO...

CUT AWAY TO SHOTS OF MEN AND MATERIALS ARRIVING AT THE AREA.

VAUBAN: ... WE COVER THAT PLACE WITH CAMERAS AND COPS. WE PUT CAMERAS ON EVERY CORNER OF EVERY POSSIBLE EXIT. WE DRAGNET THE AREA—WE LET EVERYTHING IN, AND LET EVERYTHING WE DON'T WANT JUST FILTER BACK OUT.

TANNER IS LOOKING AT HIS WATCH.

JONES (V.O.): WE WAITED, AND KEPT ON WAITING.

WE CUT INTO THE ACTION AND SEE A TRUCK (MATCHING A TRUCK IN-GAME) APPEAR. THE TRUCK BRAKES AND STOPS.

WE SEE THE BAGMAN GET INTO A CAR.

JONES (V.O.): THEN THEY SHOWED. FIRST JERICO, THEN THE BAGMAN.

WE CUT BETWEEN THE CCTV VIEW THE CHARACTERS ARE WATCHING, AND THE SCENE BETWEEN THE BAGMAN AND JERICO.

THE BAGMAN AND JERICO'S VEHICLES ARE NOSE TO NOSE, AND THE TWO ARE MEETING BETWEEN THEM.



## Istanbul Mission #24: Bomb Truck

**THE BAGMAN:** THE CARS ARRIVED YESTERDAY. MY EMPLOYERS SEND THEIR COMPLIMENTS.

**THE BAGMAN** HANDS OVER THE MONEY, IN A CASE.

**JERICHO** LOOKS INSIDE. THE MONEY IS THERE.

**JERICHO:** IT'S HALF.

**THE BAGMAN:** THE SECOND INSTALLMENT COMES AFTER THEY COMPLETE THEIR CHECKS ON THE MERCHANDISE—YOU UNDERSTAND.

**JERICHO** SHOOTS AND KILLS THE BAGMAN.

**JERICHO** APPEARS TO GET IN THE VAN, BUT DOESN'T. INSTEAD, **BAD HAND**, WHO WAS HIDING, DRESSED IN A BLACK COAT, SITS UP, MAKING IT APPEAR THAT **JERICHO** IS DRIVING.

**TANNER** AND **JONES** LEAVE THE ROOM AND THE DOOR CLOSSES BEHIND THEM.

### Follow that Truck

As Jericho's henchman makes his escape, a second truck blocks the Turkish police from following him. Tanner and Jones hop in their Jager and pursue. They're the only hope of Istanbul's commuters now.

The truck's bombs don't have to hit you to ruin your day. A near miss can send you careering into a lamppost or oncoming traffic, which slows you long enough for the bomb truck to make its getaway.

You can shoot the bombs as they fly out of the back of the truck to detonate them prematurely, but be careful when and how you do this. Don't blow up bombs at point-blank range or you will get caught in the explosion.

The bomb truck drops a bomb every two to three seconds. Bombs explode when you shoot them, when they hit your vehicle, or a second or two after being dropped.



If you can get behind the bomb truck, the bombs fly over your head. Also, when you're riding that close to the truck, it's an impossible target to miss. Do not shoot the bombs as they fly out!

To approach the bomb truck, drive on the road's opposite side. That way, you're in no danger of being hit by a bomb and can veer behind the bomb truck after it drops its deadly cargo.



There's nothing more to taking out the bomb truck than getting behind it and filling its caboose with lead. A meter at the screen's top represents the truck's health. When it's empty, the bomb truck is finished, and so is the mission.

Other than good driving and careful aim, the only other technique you need to keep in mind is knowing when to shoot. Although Jones's ammo is limitless, you don't want to find yourself in a position where you've got a perfect shot at the bomb truck but can only fire three bullets before having to reload. Reload while rounding corners, or when you don't have a good shot, and fill the bomb truck full of holes when you're lined up with it.





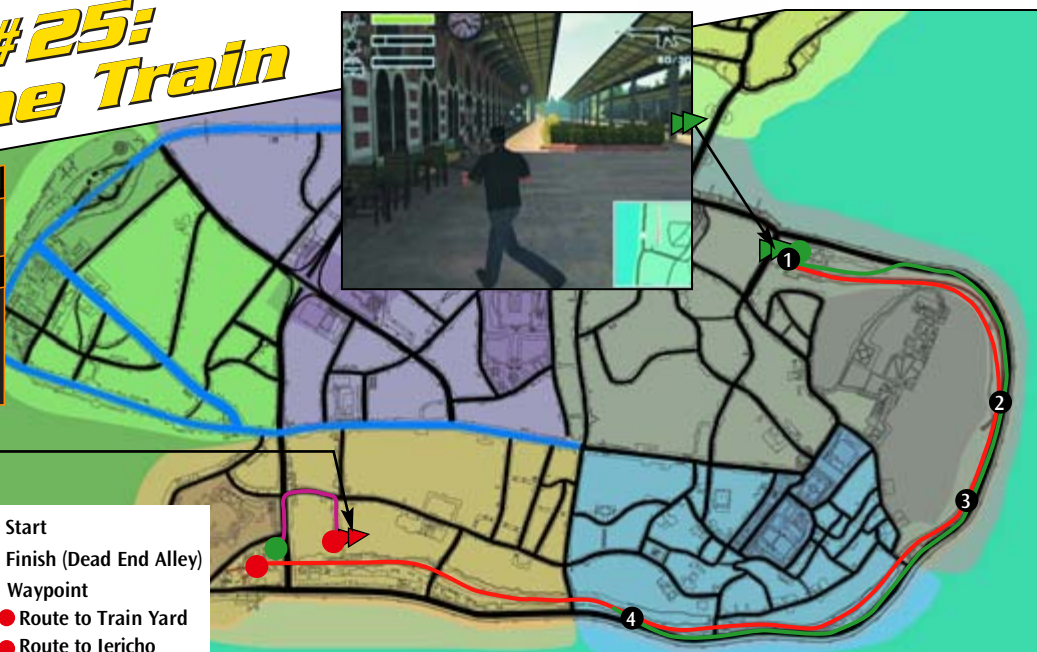
## Mission #25: Chase the Train

**Mission Start:**  
Sirkeci Railway Station,  
northeast Seraglio Point

**Mission Finish:**  
Dead-end alley, southwest  
Turkeli Road, Beyazit



- ▶ Start
- ▶ Finish (Dead End Alley)
- # Waypoint
- Route to Train Yard
- Route to Jericho
- Route Variation



### Overview

Jericho has killed without mercy for the last time! He boards a train and escapes, leaving Bad Hand with nothing but a bullet. You need to accelerate across the train tracks to catch the locomotive Jericho's riding. Once past this speeding train, you need to remain on the same track, avoiding any obstacles or slopes in your path.

After you cross a bridge ahead of the train, you must chase Jericho. You need to be in prime combat condition for a final lengthy shootout on foot in Istanbul's streets.

### Weapons Detail:

HIGH-POWERED AUTO 9MM  
SERVICE-ISSUE 9MM AUTO  
SILENCED SERVICE-ISSUE 9MM AUTO  
MP SILENCED  
12-GAUGE ASSAULT SHOTGUN  
9MM MACHINE PISTOL  
9MM RAPID-FIRE MACHINE PISTOL  
ASSAULT RIFLE

### Modes of Transportation:

JAGER (DRIVING AT TRAIN STATION)

### Objectives:

1. MANEUVER AHEAD OF THE TRAIN JERICO BOARDED.
2. CONTINUE AHEAD OF THE TRAIN TO AVOID A BRIDGE COLLAPSE.
3. PURSUE AND BRING DOWN JERICO.



EXT. ISTANBUL STREET—DAY.

TANNER AND JONES ARE IN THE VAN, THE SLUMPED-OVER BODY OF BAD HAND NEXT TO THEM. JONES FORCES HIS WAY PAST TANNER TO SEE. TANNER GETS OUT HIS PHONE.

TANNER: THEY MADE THE SWITCH—THERE'S NO MONEY, AND NO JERICO.

CUT TO:

EXT. RAILWAY STATION—DAY.



CUT TO ACTION OF JERICO GETTING ON A TRAIN AT A STATION. PICK UP JERICO'S SHOES MOVING THROUGH THE TRAIN STATION, BUT NEVER SEE THE OWNER OF THE FEET—WE SEE THIS AS WE HEAR TANNER AND VAUBAN TALK IN VOICE-OVER.

VAUBAN (O.S. PHONE FX): WE HAVE ROADBLOCKS AND MEN EVERYWHERE—HE DID NOT GET OUT UNSEEN. HE MUST STILL BE IN THE DROP ZONE.

TANNER (O.S. PHONE FX): HE'LL BE OUT OF THERE BY NOW.

VAUBAN (O.S. PHONE FX): THE ONLY WAY OUT OF THERE ON FOOT IS THE TRAIN STATION—AND WE HAVE MEN THERE TOO.

A SHOT SHOWING THE BODY OF A POLICE OFFICER, KILLED AT THE TRAIN STATION—THE TANNER/VAUBAN CONVERSATION COMES OUT OF THEIR WALKIE-TALKIES, AS JERICO'S FEET WALK PAST ON THE RAILWAY PLATFORM.

# Istanbul Mission #25: Chase the Train

**TANNER (O.S. PHONE FX):** THEN THAT'S WHERE HE WENT. GET A TEAM, AND TRACK THE TRAIN.

**JONES (V.O. PHONE FX):** THEN WE SPLIT UP—I GO AFTER THE TRAIN AND HOOK UP WITH VAUBAN. TANNER TRIES TO HEAD IT OFF BEFORE IT LEAVES THE STATION.

## Part 1: Staying on Track

There are many methods of heading around the train's front. The two routes on the map are the easiest, although both require precise driving techniques.

**NOTE**



Accelerate down the train station platform. Stay on the platform until the end, then drop onto the tracks. The train is in the distance.

You have a choice to make as you pass a long sharp hill to your left and can see the Kennedy Road: Either stay on the tracks and jostle with the train on the grass, or move onto the tarmac and use the better traction to get ahead before finding an opening later in the chase.

The choice occurs at Waypoint #1. To stay on the track, ignore the opening in the sturdy fence to your left, opposite the north entrance to the Topkapi Palace park.



### THE WHEELMAN PLAN



To use the road, gradually slow, point your car through the gap on the diagonal (not even scraping the sides on the fence posts), then accelerate. Slow too much, and the train moves away from you. Heading through the gap is possible, but not easy!

Follow the curved path of the Kennedy Road, using the better grip afforded by the road and sidewalk. Hug the right side of the road on all turns to get ahead of the train. Locate the first available gap.



The gap is at Waypoint #4. Don't lose control at the clump of trees and obstacles ahead. Squeeze past them, then move up and onto the track. It's a matter of keeping at top speed, staying on the tracks, and not hitting any scenery.



Without using the road, you can get ahead of the train before the first bridge! As the long right corner sharpens, stay either left or right of the right tracks—there's an oncoming train.



If you don't get out of the train's way in time, the result is one of the worst crashes ever seen!

**NOTE**

After the oncoming train passes, continue at top speed around to the train's left side. That's Jericho on the back, firing his weapon at you. Ignore him and continue around so you're between the sturdy wall on the left near the road, and the train on the right.



You pass a tunnel on your right (Waypoint #2). Don't enter it, because a rock fall has blocked it, and you will lose the train. The space is too narrow for you to squeeze between the train and the right side of the track. If you try, you suffer a nasty crash. Watch out!



**CAUTION**



Once on this grass divider, travel at top speed until the grass curves right. Approach a group of buildings (Waypoint #3). One has a jutting side that you hit if you don't slow. If you slow too much, you won't beat the train to the first bridge!



Ease off the gas, scrape against the building wall, then accelerate. Don't scrape against the train, as the carriage's jutting parts cause your vehicle to fishtail.



The screens here show you swerving in front of the train before the first bridge, and being too slow. There's not enough room for you and the train, so you come off second best. Don't let this happen!

You have other opportunities (three more bridges are ahead before the last one) to ease past the train. The main plan is the same, but only passing the train at the first bridge affords you the extra time after you head past the train to take it easy!



Once past the train, don't let your hard work go to waste. Stay on the track and don't lark about heading up and down the hills. Move between the points (the square metal arches) and don't hit them. Head straight under the small bridge before you reach the yard.



## Part 2: Time to Go, Jericho!

Did you beat the train to the yard? If you didn't, Jericho escapes and you're stopped short. If you're successful, Jericho leaps from the carriage, heads around the main train warehouse, guns down a cop, and runs to the streets north of the station. Tanner is in pursuit.



The remainder of the mission is a straightforward shootout between dozens of Jericho's gang and the Istanbul police. Take your time, gun down enemies from long range, and watch for friendly fire and explosions!

**TIP**



Tag the two guys in the train yard field, then run to the burned-out cars. Don't shoot the police or Jones! Get ahead of Jones, and then start a slow sweep of enemies up the road. Your preferred weapon is the assault rifle.

A slow sweep means running from vehicle to vehicle while scanning the street ahead from left to right for incoming enemies or foes behind cover. When you spot one, focus on him, and bring him down. Watch for enemies flanking you. Don't be afraid to back up.

Continue up the road, tagging six henchmen. As you reach the intersection, stay to the right and tackle the punks behind the burned-out cars. There's a police barricade on your left at the intersection. Don't shoot the cops!



Seek cover by ducking behind cars. Do this while you're reloading to minimize the risk of being struck. In the open, roll across the street to give the enemies less to aim at. End your roll behind cover.

**TIP**



Turn right at the intersection and go up a street packed with six of Jericho's soldiers. Make sure you aren't under attack from any direction except right in front of you. Use the cars as cover when reloading.



## Istanbul Mission #25: Chase the Train



When you near two parked police cars on either side of the street, a squad of three more cars blocks the way ahead, forcing Jericho into a dead-end street.

Six bodyguards come out of the alley all at once! They haven't produced weapons, so use a full clip to drop them, with help from the police.

Enter the alley, and watch your step. Three or four garbage cans ahead have a couple of guards around them. Take your time (this alley doesn't have an exit), and make sure you have a full clip before advancing on Jericho.



Combat with Jericho is straightforward, but intense. Your assault rifle is the weapon to use, and it takes two clips to down Jericho. Hide behind the garbage can if Jericho fires, and peek out when he reloads.



While he's reloading, pump lead into him, then roll into your hiding place. You can fire at range, so don't close in on him—it makes you easier to hit. After a second load of lead, Jericho staggers and falls. It's over! Isn't it?



**EXT. STREET—DAY.**



**TANNER APPROACHES JERICO AND TURNS AWAY. JERICO REACHES FOR A SECOND GUN AND SHOOTS TANNER.**

**JERICO: MISTAKE.**

**INT. HOSPITAL—EVENING.**



**THIS IS WHERE WE PICK UP WITH TANNER FLAT LINING. MEDICS ACT. THEY DEFIBRILLATE HIM. WE CUT TO BLACK ON THE FIRST PULSE, AND LEAVE THE STORY HANGING ON THE EDGE.**

**TANNER IS ATTENDED TO BY MEDICS AND NURSES.**

**MEDIC 2: KANAMA VAR—SİDDETLİ ABDOMİNAL TRAVMA! HEMEN HORTUMU TAKIN! TANSİYON 50 VE HIZLA DÜŞÜYOR....**

**SUBTITLE: WE GOT A BLEEDER—SEVERE ABDOMINAL TRAUMA! GET THAT TUBE IN! BP 50 AND FALLING FAST....**

**THE CARDIAC MONITOR REGISTERS TANNER'S FLAT LINE.**

**MEDIC 2: NABIZ ATMİYOR! HEMEN ELEKTROSOK CİHAZINI VERİN, HADI!**

**SUBTITLE: LOST THE PULSE! OK, PADDLES—PADDLES, NOW!**

**THE PADDLES ARE READIED, PEOPLE STAND BACK AS MEDIC 2 GRASPS THEM.**

**MEDIC 2: HERKES AÇILSIN! ÇEKİLİN!**

**SUBTITLE: EVERYBODY! CLEAR! STAND BACK!**

**WE HEAR THE NOISE OF THE DEFIBRILLATOR AS THE PADDLES LAND, AND AT THAT MOMENT WE CUT OUT TO BLACK.**

**PAUSE.**

**THE CREDITS ROLL OVER THE BLACK SCREEN.**







PRIMA OFFICIAL GAME GUIDE

## Driving Games

### Welcome to Driv3r's Driving Games

There are six driving games to choose from in each city, and each helps you hone a particular driving talent. The games are Quick Chase, Quick Getaway, Trail Blazer, Survival, Checkpoint Race, and Gate Race. Below is a brief explanation of each game:

#### Driving Games

Game Type	Subgames per City	Total (x3 for all cities)
Quick Chase	2	6
Quick Getaway	3	9
Trail Blazer	2	6
Survival	1	3
Checkpoint Race	3	9
Gate Race	2	6
Total	13	39

Three secret driving games aren't part of this gameplay option. Read about them later in this guide.

**NOTE**

#### Game Type #1: Quick Chase

##### What Do I Do?

Chase an enemy car, and attempt to destroy it within two minutes. The more time remaining after you destroy it, the better.

##### What Skills Do I Improve?

Aiming from a vehicle, handling your car, reaction timing.

#### Game Type #2: Quick Getaway

##### What Do I Do?

Flee from the police as quickly as possible.

##### What Skills Do I Improve?

Spatial awareness and learning how police intelligence works.

#### Game Type #3: Trail Blazer

##### What Do I Do?

Knock down 100 cones before the time runs out. Each cone adds a second to your available time, and the more time you have at the end, the better. Note that you don't need to hit the cone squarely—clipping it with the corner, side, or flapping door of your car will do.

##### What Skills Do I Improve?

Car handling, reaction timing.

#### Game Type #4: Survival

##### What Do I Do?

Survive the onslaught of four police cars chasing you, fleeing from them in as short a time as possible.

##### What Skills Do I Improve?

Handling your car, knowing how police intelligence works, tactical thinking.

#### Game Type #5: Checkpoint Race

##### What Do I Do?

Drive to a series of checkpoints dotted around town before time runs out. The more time remaining when you reach the final checkpoint, the better.

##### What Skills Do I Improve?

Spatial awareness, tactical thinking.

#### Game Type #6: Gate Race

##### What Do I Do?

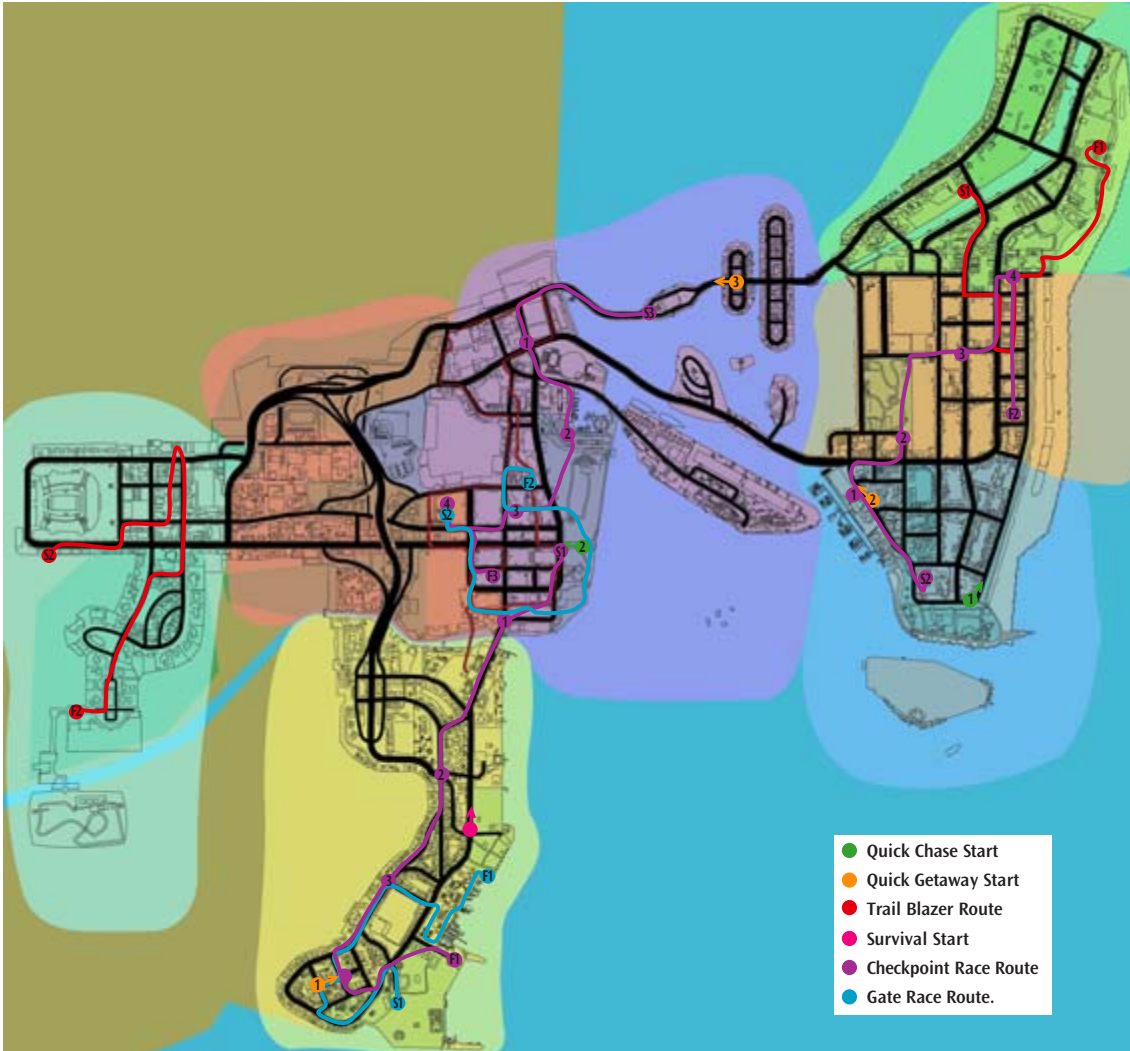
Drive between 200 cones in sets of two within the shortest amount of time. You get one second for each gate you pass through without knocking a cone over with the front of your vehicle (there's no penalty for hitting a cone with the back of your car). The more time remaining, the better.

##### What Skills Do I Improve?

Car handling, reaction timing.



## Driving Games: Miami



This guy's fast, and he doesn't wait around for you. Let rip with your machine gun as soon as possible, and watch for scenic obstacles around every corner.



If you keep on his tail, this punk usually makes a mistake. This can be at a junction, as above, or he may ram into another vehicle.

## Quick Chase #1

Starting Location: Southeast corner of Ocean Drive, near South Pointe

Vehicle: El Toro GT500

Enemy: Unknown

Enemy Vehicle: Adams Liberty

Time limit: 2:00

Difficulty: ★★★



You start facing northeast, and your enemy is around the building site corner. His route is random, so watch where he scoots off to.



If you want an opportunity to finish this thug off within a minute, use any means to take him down. If he loses control, ram him and try to flip his vehicle. Then he's yours!



This guy's a crazy lane-changing demon! As in real life, if you follow too closely you won't have time to stop, and he may crash into a car, so you're shunted and he can escape!





The further you pursue this punk, the more erratic his driving becomes, and he makes mistakes. Take advantage of this botched cornering, and strike with a ram and gunfire.



When chasing this guy on the straight, he's apt to try erratic maneuvers, like the one shown above. Stay far enough away to follow him if he turns suddenly, but close enough to blast him.

## Quick Chase #2

Starting Location: East of the Pepper Fountain, in the downtown park

Vehicle: Hunter 313 T

Enemy: Unknown

Enemy Vehicle: V-8

Time limit: 2:00

Difficulty: ★★



Here's your starting location for a confrontation with the evil-doer in the white V-8. He usually heads south, allowing you to take a shortcut left, through the hedge, and over the grass.



As you reach the mesh fence of the large parking lot, break through and save time. Catch the punk early by heading straight for the bridge.



This idiot sometimes strikes one of the posts at the junction to the bridge. Back up so you don't lose visual contact with him, and pile on the pressure with a ram and shooting.

## Quick Getaway #1

Starting Location: Outside Cocowalk Mall in Coconut Grove

Vehicle: '69 Bruiser

Number of Police Cars: 1

Difficulty: ★★



When the police begin their harassment, you're facing south, looking at the distant construction crane. There are a few ways of losing this tail.



One is to head into the construction site and drive up and over the ramp. It's difficult, but you can land in the back garden on the other side, leaving the cop stranded as you finish in under 20 seconds!



Other plans of attack involve backing up and ramming the squad car as it flips around, then hastily leaving. Or park near a post, wait for the cop to crash, then flee.



# Driving Games: Miami

## Quick Getaway #2

Starting Location: Alton Road, one block north of Tanner's apartment

Vehicle: Patriarch Tycoon

Number of Police Cars: 1

Difficulty: ★★



The sky's cloudy and gray, and the boy in blue is on your tail. Start this wobbly vehicle from near the tenement block to your right. Try a quick getaway by e-braking a 180 south.



Heading south, look for the entrance to Tanner's road, pass by his house, and leap over the sturdy fence near the water's edge. The cop car gets tangled here in 25 seconds.



This doesn't work all the time, but you can peel out, skid 180 degrees, and head south down Alton Road. The cop has trouble keeping up. A 15-second victory!

## Quick Getaway #3

Starting Location: Middle of San Marino Island

Vehicle: 80 Redline V-8

Number of Police Cars: 1

Difficulty: ★★



This is a perfect vehicle to give the police the slip! Shred those tires while facing west on San Marino Island.



Want a 15-second victory? Try reversing as soon as you start, then turn and then accelerate forward, heading north around the island. The cop gets confused, and you rule!



This plan takes about 40 seconds longer. Head onto San Marco Island, locate the hotel, leave a stranded car at the underground parking entrance, then head under and out the other side!

## Trail Blazer #1

Starting Location: Front yard southwest of golf course in Miami Beach

Finishing Location: Poolside at the Fontainebleu Hotel

Vehicle: Dart Retaliator

Difficulty (to finish): ★★

Difficulty (to finish with score of 100): ★★★



Your cone collection begins on the north side of the humped bridge near the golf course. Don't accelerate too much, because you need to be on the ground to collect those cones!



As you head down Washington Avenue, the cones weave through both lanes, and there's heavy traffic. Slow to avoid a crash and claim a cone.





After a block heading south, there's a turn east. After another block, you head south again, then east, and then up the alley. After another turn eastward to the ocean, you take a sharp left around some warehouses.



On the beach, you must react more quickly than usual to turns because your traction is poor. It doesn't help that the cones aren't in an easy-to-hit pattern, either!



Head below the raised deck. Look for the bush on the left before you enter. Slam through the fence, but not the palm tree, and head clockwise around the pool to finish.



Make sure you watch for this alley, which isn't on your ingame map. This is the left turn to prepare for. Stay right in the alley, and don't scrape the telephone pole or the garbage can.



Continue north until you reach the Osso gas station. Brake here, because you need to attempt a tight 180 turn around the gas pumps. There's a wavy line of cones south of Coral Gables City Hall.



Although you're up on the sidewalk and headed into oncoming traffic, the route is easy until the entrance to the Biltmore Hotel. Pass between the palm trees; line yourself up early!



After a sharp right turn, the final cone is a few meters away from the sloping entrance to the water facility. Accelerate all the way to the end without any problems.

## Trail Blazer #2

Starting Location: Parking lot in the southwest row of shops, near stadium

Finishing Location: Secret entrance to water treatment facility, Coral Gables

Vehicle: '69 Bruiser

Difficulty (to finish): ★★

Difficulty (to finish with score of 100): ★★★



Your next bout of cone carnage commences near the shadow of the Orange Bowl football stadium. Head diagonally out the parking lot, onto the East-West Expressway, and wind through traffic.

## Survival Game

Starting Location: East of the park in Coconut Grove

Vehicle: Patriarch Tycoon

Number of Police Cars: 4

Difficulty: ★★



You begin your police invasion sitting by the hospital building and parking lot, with the park on your right. As police converge, there are two main plans to try.



# Driving Games: Miami



The first is to flee into the opening on your left, winding northwest between the two hospital buildings, skidding north, then skidding in a 180 out onto the road and zipping away. The police are snarled up, and you're done in 20 seconds!



The other, slightly more insane plan is to commence a wide clockwise 180 around and into the park. Continue this huge turn until you're moving south near the playground.



Continue south and aim your vehicle at the trees and bushes over the rise. This gets you airborne. Land (after perhaps hitting the palm tree), then flee southward. The police crash into the trees. Done in 25 seconds!

## Checkpoint Race #1

Starting Location: East of the Pepper Fountain, facing south on Highway 395.

Finishing Location: Beachfront forecourt near the large marina

Vehicle: Adams Liberty

Difficulty: ★★★



Beginning near the park, take off from your location and travel southward on either side of the monorail support pillars. On your way, crash through the park fencing.



Checkpoint #1: The first checkpoint is at the north side of the bridge. When you're using the parking lot as a shortcut, remember to avoid hitting those lamps!



Checkpoint #2: This is due south of the bridge. Accelerate down the road, then cut southwest. Maneuver between the fence and traffic lights at each junction.



Checkpoint #3: This is at the corner of the shopping mall and the road heading south. Accelerate strongly if the police are following you, and follow the route shown on our map.



Checkpoint #4: The checkpoint before the finish is in the middle of the "square" of roads, and is almost a straight shot from Checkpoint #3. Alternatively, head through the archways of the building on the corner before you reach here.



Finish: The police may be hampering your progress, so keep to the city streets, heading east until you can reach the park. Then cut across the basketball courts and onto the road to the finish.

## Checkpoint Race #2

Starting Location: Underground parking lot in high-rise condo, South Pointe

Finishing Location: Southernmost block of alley in Art Deco district

Vehicle: Police Prowler

Difficulty: ★★



This checkpoint race is a doozy! You begin underground. Rev up your Prowler, exit, and make a sharp 180 to the right. Follow Alton Road north.





**Checkpoint #1:** A couple of blocks north of Tanner's home, stay on the road and don't cut through the open ground near the tenement blocks. You could flip your ride.



**Checkpoint #2:** Head up a block and a half, negotiate the lamppost and severe right corner, go east two blocks, and cut across the grass. The arrow is near the park.



**Checkpoint #3:** Head onto the park, hugging the right wall if you can. The third checkpoint is a straight shot eastward, through the alley that isn't on the ingame map.



**Checkpoint #4:** To reach this checkpoint, head east another block, swerve north, and then head up three blocks to the Loews Hotel. Turn right to secure this checkpoint.



**Finish:** At Checkpoint #4, skid so you're facing the alley south, then accelerate to the final block of this alley, where this game comes to an end.

## Checkpoint Race #3

**Starting Location:** The west end of San Marino Island

**Finishing Location:** Small car park in downtown Miami

**Vehicle:** El Toro GT500

**Difficulty:** ★★★



This race is no picnic, and it starts off badly if you head onto the curb at the toll bridge. Avoid it and head across the causeway into downtown. Squeeze past oncoming traffic after you're off the bridge.



**Checkpoint #1:** Over a block north of the Freedom Tower, reach this checkpoint by weaving through the lanes. Continue south for another block after you reach the checkpoint.



**Checkpoint #2:** This is in the middle of the open stalls. Cut through the edge of the arena steps, head toward Dodge Island, then swerve south, past the large shark and through the stalls.



**Checkpoint #3:** Head out of the stalls, around the building, and out onto the grass, moving to the right of the bushes. Aim for the paved alley in the downtown area ahead. The checkpoint is at the far end.



**Checkpoint #4:** Make a left, head south a block, and skid right, moving west until you reach the east alley around the courthouse. The checkpoint is in the corner near the shopping buildings.



# Driving Games: Miami



Finish: Before you hit Checkpoint #4, 180 to the south, retrace your steps south, west a block, then south two more before skidding east and locating the parking area. Don't hit the barrier mechanism on the way in!

## Gate Race #1

Starting Location: Parking lot near monolith sculptures, Coconut Grove Park

Finishing Location: North harbor area, on the grass

Vehicle: V-8

Difficulty (to finish): ★★

Difficulty (to finish with score of 100): ★★★



Take the raw power of this V-8 and gingerly apply it to pass between the cones. You begin your run facing northwest, and the trail leads through most of Coral Gables.



The cones in this winding road become difficult to avoid striking when you head into the large container and parking lot. Take it slow as you turn to face south.



After you head north around the scaffolding, watch for the tight chicane into the dockside drive. Head up here, slowing to take a medium right turn onto the grass, and finish.

## Gate Race #2

Starting Location: West of the courthouse, downtown

Finishing Location: Around the modern art plaza, downtown

Vehicle: Dart Retaliator

Difficulty (to finish): ★★

Difficulty (to finish with score of 100): ★★★



You begin near the courthouse and must wind through the city streets, under the monorail, and across the large open parking lot to reach the park area, where traction is a problem.



One set of cones that's almost always missed is by the Pepper Fountain. Swerve right to claim these, and then continue into downtown for the remaining gates.



You finish at the modern art plaza near a monorail station, moving around three sides of the building. Only the annoying traffic prevents you claiming a perfect score!





## Driving Games: Nice



Follow at a greater distance than Tanner and Jones, as shown above. Fabienne lurches all over the road, and you might hit obstacles trying to keep up with her if you're too close.

### Quick Chase #1

Starting Location: Promenade, southwest of Hotel Negresco

Vehicle: Dolch Schub

Enemy: Fabienne

Enemy Vehicle: LTS V-8

Time limit: 2:00

Difficulty: ★★



The chase is on! Fabienne makes a run for it along the Old Town main streets, and usually makes a quick left turn almost immediately. Accelerate and fire away!



Sometimes she doesn't make it around the first corner, smashing into a lamppost. Slam into her and continue shooting.



She makes very sudden sharp turns down side streets. Be sure you can squeeze between obstacles, such as other cars and posts.

Fabienne sometimes doubles back to the promenade, where she's usually slammed by cross-traffic. Ram her, but keep her in your sights.



Sometimes Fabienne tries to lead you into deep water by launching onto the beach. Slow down as you drop onto the sand so you don't hit the water.

### Quick Chase #2

Starting Location: Boulevard de Gaulle, facing east, on Saint Jean Cap-Ferrat

Vehicle: Prontezza Brezza

Enemy: Fabienne

Enemy Vehicle: Benissimo '74 Turbo

Time limit: 2:00

Difficulty: ★★★



## Driving Games: Nice

### Quick Getaway #2

Starting Location: Pont de Var (Napoleon III) facing east

Vehicle: Benissimo '74 Turbo

Number of Police Cars: 1

Difficulty: ★



This chase game begins in a private driveway facing away from the bay. Fabienne is heading south on the Boulevard de Gaulle. Don't head out at top speed or you catch air and can't turn left as quickly.

Fabienne usually turns left, heads down the long curved road, and then makes a sharp left north. Don't get too close or hit any of the other cars; your firing opportunities happen later.



It's usually harder to avoid incoming traffic than fire at Fabienne, so concentrate on keeping up. When she heads north on Napoleon III, start to aim properly. Watch her if she skids left here.

She reappears, usually on Napoleon; finish her with gunfire (in less than a minute) or knock her off the road's left side. Don't let her turn the tables and slam you off.



Your vehicle is turbo powered, and there are only two ways to flee on this freeway. Each involves maneuvering in a different direction.



The first plan is to head forward, wind through the lamps, make a sharp right, and then lose the cop in the airport. One of the stunt ramps works well, but this plan can take 40 seconds to complete.

Now for a 12-second victory. Reverse into the lamppost, wait for the cop to hit you, then peel out in a 180 left, heading west. The cop can't catch you!

### Quick Getaway #1

Starting Location: North edge of Vielle Ville facing southeast

Vehicle: Prontezza Freddo

Number of Police Cars: 1

Difficulty: ★



Your first chance to challenge the cops starts in this large square north of the Vielle Ville hill. There are two ways to quickly circumvent the police threat.

Reverse so the cop passes you, turn to face southwest, and accelerate into the underground car tunnel. If you're quick, you can outrun the cop in under 18 seconds.



You can also reverse or 180 around and head up the Theatre Garibaldi's front steps. Stop at the raised edge, and the cop falls off it chasing you. Flee in the opposite direction. It's a 35-second victory, but it works.

### Quick Getaway #3

Starting Location: Old Town Church, in downtown Nice

Vehicle: Dagger Type-T

Number of Police Cars: 1

Difficulty: ★★



You begin right of the Old Town Church courtyard, with the cop coming in from the promenade behind you.

This plan fools him almost all the time: Reverse into the cop, then try a sharp 180 turn, and race onto the promenade where the cop came from. He's gone 12 seconds later!



This plan takes 18 seconds. Make the first turn, and then quickly accelerate clockwise around the alley, back to your starting point.



## Trail Blazer #1

Starting Location: Outbuilding near Pt. Pilone  
 Finishing Location: End of Avant Port concrete pier  
 Vehicle: Benissimo '74 Turbo  
 Difficulty (to finish): ★★  
 Difficulty (to finish with score of 100): ★★★



You begin your Nice cone collection near a stone outbuilding. As you emerge, turn left around the conifer trees to keep your cone total rising.

When you reach the grass area heading north, glance the cones with the corner of your car's hood.



Subdue your vertigo as you pass between the gap and the lamppost; position your car so you don't hit the post or lose traction on the left and fall.

Almost immediately after, watch for the sharp left turn and slope down to the beach. Don't go at top speed or the suspension may bounce you out of control.



Follow the rest of the cones around the beachfront (avoiding top speed over bumps so you don't lose control) and carefully work your way to the bay's end.

## Trail Blazer #2

Starting Location: South of Calita's holding house, in alley  
 Finishing Location: East end of sewer overflow, north of town  
 Vehicle: Prontezza Brezza  
 Difficulty (to finish): ★★  
 Difficulty (to finish with score of 100): ★★★



Your cone slamming starts at the south end of a narrow alley with steps on each side. Accelerate and watch for a right turn as you merge onto a main street.

Although the corners are sharp, there are no blind turns until you reach this point, where you must make a tight right corner near the tiny obelisk.



When you double back and hit the market stalls, squint to see the cones ahead and keep your line through the flying debris. Make a slight left turn after the market is dismantled.

At the start of the sewers, slam up and down, around a low wall. Slow down as you hit the sloping wall, then quickly turn right.



As you reach the sewer's end, cones appear on the north wall; you need extra speed to hit them all. Strike the cones with the left side of the hood so you aren't too far up the slope.

## Survival Game

Starting Location: Parking lot in middle of town, facing west  
 Vehicle: LTS V-8  
 Number of Police Cars: 3  
 Difficulty: ★★



The police are coming straight for you, so turn right slightly and weave between the middle and right cars. This is the only way to avoid a pileup!

This plan sometimes works: Skid left and head down the road with the gardens, then turn left. Now use the ramps on the open-air parking lot and escape in around 40 seconds.



When you lose the cops in the parking lot, head south and make the first left. Go down a block to the alley entrance on your right. Enter this at speed.

The alley is wide; it's important to keep your speed up. If you do, the police can't handle the corner. You're gone in 20 seconds!

## Checkpoint Race #1

Starting Location: Airport entrance

Finishing Location: Summit of mountain, next to Chateau Grimaldi

Vehicle: Benissimo '74 Turbo

Difficulty: ★★★



This checkpoint race is pretty difficult, especially in your overpowered sports car. Accelerate up and out of the airport, then keep north under the freeways.

Checkpoint #1: Go left and head along the path west, south of the freeway, to the wooden ramp over the river. Ease off the gas as you reach the ramp because there's a slight drop before the ramp.



Checkpoint #2: Sail over the river, landing on the grass of the buttress rock. Continue northwest under the freeway, to the west road and Checkpoint #2.

Checkpoint #3: Make a sharp right skid, using the grass to cut the corner, and travel through the next intersection; head up the narrow hedge wall to the checkpoint near the ramped road on the right.



Checkpoint #4: Travel clockwise around the mountain, slowly ascending until you reach another junction. Shift right slightly to the upper road with the checkpoint at the top.

Finish: Continue around, and drive up the bank just south of the scaffold, then over the gap between the forecourt shops and

the château. Keep it slow and be precise so you don't overshoot the finish near the lookout balcony.

## Checkpoint Race #2

Starting Location: Grounds of the Saint Nicholas church, facing east

Finishing Location: Upper park in Vielle Ville, overlooking bay

Vehicle: Dolch Schub

Difficulty: ★★★



This frantic race starts in the cathedral grounds. Head out, making the first right, then left under the freeway to reach the front of the train station. Other routes, such as the underground walkway, take too long.

Checkpoint #1: This is at the station's front. Swerve around to tag the checkpoint, then head out, taking care not to ride up on the curb and lose control.



Checkpoint #2: Locate the alley heading north to south, drive down to the middle, turning east, and line up for the small ramp. Take it very slowly to avoid flipping.

Checkpoint #3: This is located near the monument. Approach in a large curved racing line around the structure's left, so you can quickly keep going to Checkpoint #4.



Checkpoint #4: Don't miss this small alley as you reach the customs yard bay and lighthouse area. You don't need to slow down, as the turn is slight.

Finish: Continue to the tight narrow switchback between the two buildings and ride it up north, then south, slowing at the top and turning left so you don't shoot past the finish.

## Checkpoint Race #3

Starting Location: End of promenade at Anse de St. Jean

Finishing Location: Lookout tower in middle of Saint Jean Cap-Ferrat

Vehicle: Le Chariot Transport 6

Difficulty: ★★





This race is slightly less frantic than the previous two races. Start by working your way around the bay counterclockwise, heading through the transport compound gates.

**Checkpoint #1:** This is between the two warehouses in the transport compound. Make a quick flick right, so the back of your truck catches the arrow, then continue southeast through the other doors.



**Checkpoint #2:** Wind up to the road, turn right, and steam through the small shops to the sloping mud bank. Climb around its smoother right side. The checkpoint is at the top.

**Checkpoint #3:** To reach this, turn left at #2, head through the trellis arches, and beware of traffic at the intersection. Skid right, into the checkpoint.



**Checkpoint #4:** You must drop into the drainage ditch. Head north under the wooden bridge, smash into the tunnel (slow a little), then head left to the shopping court and Checkpoint #4.

**Finish:** To reach the lookout tower's south side, head onto the off-road path. Make a left, then a right, and continue up the middle of this area.

## Gate Race #1

**Starting Location:** Brick courtyard near drainage bridge, Saint Jean Cap-Ferrat

**Finishing Location:** Southwest residential street, Saint Jean Cap-Ferrat

**Vehicle:** Prontezza Brezza



**Difficulty (to finish):** ★★

**Difficulty (to finish with score of 100):** ★★★★★

Begin your gate check here. Weave around this southern peninsula (beware the crosstown traffic). The turns aren't very sharp.

Don't drop into the bay on the right. Ignore everything except the cones and immovable posts.



The winding gates continue to the residential streets at the area's southwest edge. The gates are closer together, so watch your speed and cornering.

## Gate Race #2

**Starting Location:** Bus stop on Avenue de la Californie.

**Finishing Location:** Under the freeway, near the L'Arenas Parc Phoenix.

**Vehicle:** Dagger Type-T



**Difficulty (to finish):** ★★★★★

**Difficulty (to finish with score of 100):** ★★★★★

As you begin, traffic may impede your progress; react to it as best you can (the turns aren't severe). Slowing is better than missing a gate.

Once past the Parc Phoenix, the ride is frantic. You travel under the freeway, circle the brick shopping courtyard, and then head into a parking lot.



As you emerge from the lot, don't speed up or you overshoot the final few gates. Instead, take a slight right turn and finish up. Not bad, but can you achieve 100?



## Driving Games: Istanbul



Although the route Jericho takes is random, he always turns left, between the two park areas. Then he makes a branching path left or right. Follow, shooting when you can target him.



Follow him, but not too fast as the roads are narrow, the lampposts are sturdy, and the bouncing suspension of your car can make you lose control on bumps.

## Quick Chase #1

Starting Location: Corner of Sazildere Street and Taksim Road, facing south

Vehicle: Jager

Enemy: Jericho

Enemy Vehicle: Santun TTZ

Time limit: 2:00

Difficulty: ★★★



This chase starts at dawn; Jericho isn't going down without a fight! Accelerate and shoot Jericho while he's in Jones's sights.



Whatever direction Jericho takes, follow him. Ease off the acceleration when approaching a corner so you can react when he makes a sharp turn.



Slam into the back of Jericho's car, sending him out of control. This inflicts damage, and slows him down. He can crash, further damaging his car.





A few times, Jericho loses control, so watch for these stops. Ram Jericho into a dead-end street: Your finish time will be under a minute!



Bashing Jericho in the rear causes him to lose control, but don't overcompensate in the crash, because this car oversteers and can flip! Finish the job in around a minute.

## Quick Chase #2

Starting Location: The corner of Ordu and Airbedar Roads, near Haghia Sophia

Vehicle: Jager

Enemy: Jericho

Enemy Vehicle: Santun TTZ

Time limit: 2:00

Difficulty: ★★★



The second of the Istanbul chases occurs with the huge Haghia Sophia building on your left. Jericho's off to a flying start, and he makes a right turn, down one of the two long roads.



Jericho weaves between traffic. Make life harder for him by following right behind him, and knocking him into hapless motorists, as shown.



Make the most of every mistake Jericho makes, such as slamming into a building's corner. Back up though, so you can shoot at him as he reverses.

## Quick Getaway #1

Starting Location: Ordu Road, between the gardens and the Blue Mosque

Vehicle: Le Chariot A1

Number of Police Cars: 1

Difficulty: ★★



Your first Istanbul Quick Getaway commences near a park and a mosque. For outrunning the cops, this is an excellent getaway spot! You have two choices.



The first is to drive erratically around the left park. Head around the monuments, weave around the trees until the cop (the red radar blip) becomes stuck. Then accelerate to victory!



For a quicker sweeter victory, race along Ordu Road, and make a sharp right into the Blue Mosque's side entrance, then race around the grounds. If the police car gets stuck, expect victory in 16 seconds.

## Quick Getaway #2

Starting Location: Road south of the Blue Mosque, heading north.

Vehicle: '54 Classic

Number of Police Cars: 1

Difficulty: ★★



The second of the Quick Getaway missions begins close to the first, but on the other side of the Blue Mosque. Option one is to accelerate forward at speed.



However, your less-than-impressive vehicle can't outrun the cops. Try a 180 turn, weaving between the bus stop and lampposts along the buttress slope. The cop can hang up here, giving you a 15-second victory.



For a longer (30-second) chase, drive around the Blue Mosque to one of the arched entrances (this is the southern one) and drive through it, then into the gardens. The cop gets stopped at the archway.

## Quick Getaway #3

Starting Location: Kadigalar Street, Inonu Stadium north parking lot

Vehicle: Packer Transport

Number of Police Cars: 1

Difficulty: ★★★



The last getaway puts you in the driving seat of a slow truck with a horrible turning circle. You start at the soccer stadium with the cop heading at you!



He'll catch you if you head southeast around the stadium. Head north after a long 180 turn. The cop can receive damage from this.



Head to the stepped undulating ground southwest of the stadium pedestrian entrance and launch off the steps onto the rocky ground, avoiding the trees. The cop can't cope with this. You're free!

## Trail Blazer #1

Starting Location: Warehouse building on Yenikarsi Street

Finishing Location: Northern gate entrance to Inonu Stadium

Vehicle: Le Chariot A1

Difficulty (to finish): ★

Difficulty (to finish with score of 100): ★★★



You begin your cone takedown inside the parking lot of a small warehouse facility, facing north. As you exit, turn 180 left to slam into the semicircle of cones.





The twists and turns are easy to negotiate until you head onto Istiklal Street, the main road heading northeast. Watch your skidding—there are trees to slam into if you're not careful.



The right turn into the alley off Istiklal Street is both narrow and sharp. Be on your guard, and watch you don't oversteer and crash into either of the building walls.



When you're flying down onto the park area, don't speed up too much, or you float over one of the cones. The same warning applies at the steps on the way out.



The finish is the edge of the parking lot and soccer stadium after driving around the perimeter road. Accelerate here, as you're about to complete the game.

## Trail Blazer #2

Starting Location: Suleymaniye Street, south of the university entrance

Finishing Location: Northwest of the west palace entrance, on Ebusset Street

Vehicle: Jager

Difficulty (to finish): ★★

Difficulty (to finish with score of 100): ★★★



The fun begins outside the university, at the ceremonial gardens. Follow the cones right of the fountain, and onto the road before heading right, into the university grounds.



As you reach the monument in front of the university, keep your speed in check, lest you bounce out of control as you emerge from this area and make a sharp left.



The next few dozen cones are spread out along a road. You have a couple of sharp left turns and oncoming cars to worry about. Watch this turn, because the alley you're driving into is narrow.



Turning onto the main Ebusset Street involves skidding around on cobblestones and making a swerving right. Play with your braking so you keep up the pace, and slide into the cones on the corner.





# Driving Games: Istanbul



At the penultimate cone, be sure your vehicle is headed left for the final cone. It's positioned more to the left than you may be expecting.



As you continue around the palace grounds, the police stop as they try to head through the narrow gaps. Keep this up, and you lose them in record time!

## Survival Game

Starting Location: Courtyard of the Haghia Sophia

Vehicle: '54 Taxi

Number of Police Cars: 4

Difficulty: ★★



Here's where you start your taxing police chase! Four cops vie for your taxi. Want to know how to beat them in around 30 seconds?



You can lose them anywhere, but skidding left and heading for the south entrance of the Topkapi Palace is a preferred plan. Ignore the ramming from behind.



Once inside, stay on the cobblestones and either drive at speed to the turret gate (shown here), or turn left and head through the west entrance. Keep your speed up, and turn as many sharp corners as you can.

## Checkpoint Race #1

Starting Location: North end of the Ataturk Bridge

Finishing Location: Rajip Road, off Ataturk Bridge's south end

Vehicle: '73 Classic

Difficulty: ★



As the sun sets, you begin your checkpoint check-in at the bridge's north end. Choose our route to Checkpoint #1, or make one of your own!



Checkpoint #1: This is before the small turn on Retik Saydam Road. To reach Checkpoint #2 without hassle, take the next right, down Sair Ziya Street.



Checkpoint #2: Zooming down Retik Saydam Road, miss the lamppost at the end as you make a sharp left on Voyvoda Road. The checkpoint is ahead.





**Checkpoint #3:** Make an immediate left, then left again, traveling up and heading to your original road, Retik Saydam. The checkpoint is before you reach it.



**Checkpoint #1:** This is on the road heading northeast, on the Blue Mosque's southern tip. Follow the road round, take the first left, and stay to the right side to avoid oncoming traffic.



**Checkpoint #4:** This one's easy. Take an immediate left, and head down toward the sunset, return to your starting location, and continue onto the bridge.



**Checkpoint #2:** Follow the road around the mosque's side, then take the road parallel to the formal gardens. Checkpoint #2 is near the cobblestone courtyard in front of Hagia Sophia.



**Finish:** Speed up as you cross the bridge, then head into the oncoming traffic, make an impressive powerslide, and head for the final arrow on Rajip Road.



**Checkpoint #3:** Continue down the road to Isha Pasa Street, turn right at the southern palace entrance (but don't enter it), and zoom down to the safe house gym.

## Checkpoint Race #2

**Starting Location:** Side street off Kennedy Road

**Finishing Location:** Southeast area of Kennedy Road, near train tracks

**Vehicle:** Santun TTZ

**Difficulty:** ★★



The checkpoint race begins near the train bridge and the outer Kennedy Road, with your car facing north. Take the zigzagging streets north until you reach Checkpoint #1.



**Checkpoint #4:** This checkpoint is in a patch of rough concrete ground surrounded on three sides by a tenement block. Execute a 180 as you pass through this so you're facing northeast.



**Finish:** Complete this checkpoint race by weaving down toward Kennedy Road, taking the turn wide to avoid oncoming traffic. Finish at the arrow.



## Checkpoint Race #3

Starting Location: Parking garage in middle of Beyoglu West

Finishing Location: Building near northern entrance to Galata Bridge

Vehicle: Jager

Difficulty: ★★★



Starting with the crumbling parking garage behind you, your first checkpoint is in the middle of an open area. Turn left.



Checkpoint #3: Make a sharp left, head along the curved perimeter road (Tarlabasi Road), and continue until you spot this easily accessible checkpoint. Approach at speed.



Checkpoint #4: When you reach #3, take the road left, head to the next junction and over the main road, then swing right at the next junction, down Yenicsars Street.



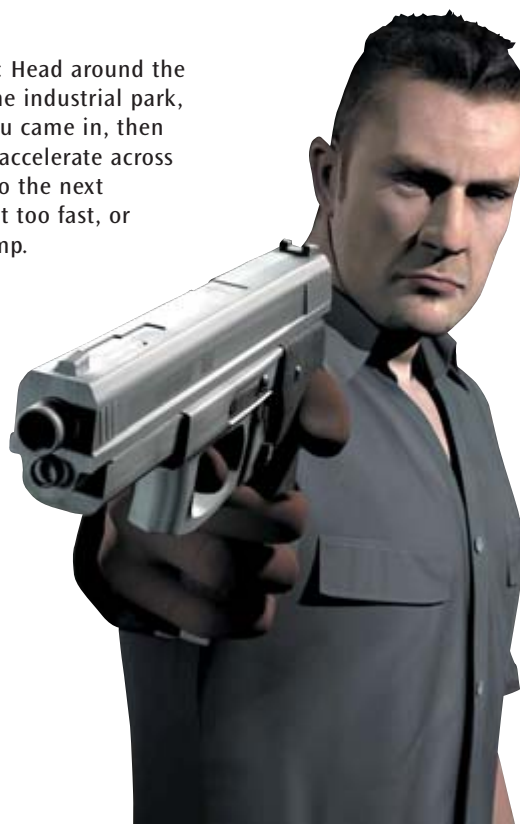
Checkpoint #1: Take the next left road, and follow it up to the industrial park area on your right. You can access the entrance from this direction. Drive to the end, and turn right to spot the arrow.



Finish: Zoom to the last road before the water's edge (Negatibey Road), and follow it southwest to the finish. Watch for oncoming traffic!



Checkpoint #2: Head around the perimeter of the industrial park, exit the way you came in, then turn right and accelerate across Istiklal Street to the next checkpoint. Not too fast, or you'll hit a bump.







## Gate Race #1

Starting Location: Road west of the Yeni Mosque  
Finishing Location: Off-ramp at the Aksaray Interchange  
Vehicle: Santun TTZ  
Difficulty (to finish): ★★  
Difficulty (to finish with score of 100): ★★★



Begin your cone avoidance near the Yeni Mosque, turning right to drop. Pass through as many cones as you can as you head north over the Galata Bridge.



Follow the cones northwest along the riverside road to the Ataturk Bridge, where the cones are positioned to the left. Watch out for this sharp curve.



The rest of the way across the bridge, and down Haydar Road is a straight shot, with only crosstown traffic to worry about. Take the left before the off-ramp to ensure you don't miss any gates.

## Gate Race #2

Starting Location: Tanner's hotel  
Finishing Location: Inside tram tracks on Millet Road  
Vehicle: '53 Taxi  
Difficulty (to finish): ★★  
Difficulty (to finish with score of 100): ★★★



This area is familiar; Tanner's hotel is on the left. As you accelerate along Akdenz Road, you weave left and right, then onto the freeway intersection.



Once off the section, there's a sharp right onto Fevsi Pasa Road. There are few problems until you reach the Aksaray Interchange. Slow so you pass through all the cones as you swing right.



The corners get tighter as you lurch around the alleys before heading onto the main streets. Your final right turn to the finish lines up between the two tram walls.



## Secrets of the Wheelman

### Cool Cars, Tagging Timmies, and Arming Yourself to the Teeth

Welcome to the secrets section! Here you find hints on where to find the secrets in the game. There are four types of secrets: Timmies, the armory, secret cars, and secret minigames.

Don't read any further if you don't want to learn this game's secrets!

**CAUTION**

### Initial Unlockables

When you begin *Driv3r*, you're missing some key cars to use in Free Ride mode, some guns, and two cities (Nice and Istanbul). Refer to the Inventory and Ordnance section to learn how to unlock the game's weapons without the use of an armory. If you unlock a weapon in Undercover mode, it becomes available in Free Ride mode.

Nice and Istanbul are available to drive around when you begin your first mission there. In some missions, you must steal cars. When you finish these missions, the cars appear as selections in your Free Ride inventory. The unlockable cars are listed here:

#### Hidden Undercover Cars

Mission to Complete	Unlocked Car
Miami Mission #4: Rooftops	V-8
Miami Mission #7: Trapped	Patriarch Tycoon
Miami Mission #8: Dodge Island	Hunter 313 T
Nice Mission #11: Smash 'n' Run	Dagger Type-T
Nice Mission #13: Hijack	Prontezza Brezza



### Tackling Timmy Vermicelli

These Hawaiian-shirted mobsters may have made a few shady deals in 1980s Miami, but now they're all washed up. They can't swim (hence the inflatable swimming armbands), but they do let rip with assault rifles when spotted. Each city has 10 Timmy Vermicellis to find and dispatch.

Each time you defeat a Timmy (with an automatic weapon or from range, behind cover, and aiming at the head), your progress is automatically saved. When you find and tag all 10 Timmies in a city, you can access the city's armory.

Other methods of tackling Timmy include circling around him (he turns slowly), backing in and out of cover to shoot him as he reloads, taking his assault rifle to use on other Timmies, or coaxing him into water (Timmy can only float, so emerge and finish him off).

### Legend

● Timmies ● Cars ● Armories

### The Armories

Each city has a hidden area leading to a locked armory, where you find guns, grenades, and ammo stashes. You also can heal your wounds with a plentiful supply of health packs. Defeat the 10th Timmy in each city to unlock the armory. Find it, stock up, and run amok!



### Secret Cars

Each city has three more secrets: garages that open or areas hiding a vehicle you haven't been able to drive. You get an on-screen prompt when you find one, and it is automatically added to the available cars in Free Ride mode. The vehicles tucked away in remote areas are well worth finding!



### Secret Minigames

Each city has its own secret minigame type to unlock. These minigames automatically start when you scramble into your city's armory. Each city has only one minigame type, detailed here.





## Miami Secrets

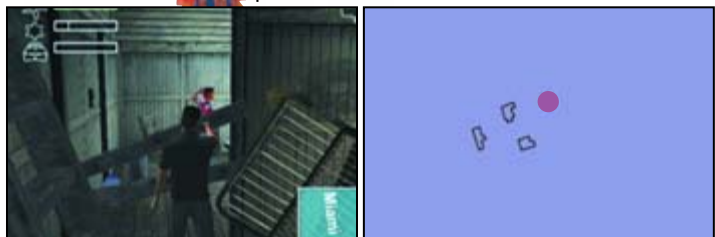


### Tagging Timmies

**Timmy #1** Pulling weeds in the backyard of the house opposite Tanner's apartment.



**Timmy #2** Hiding in the northeast floating home's planked-off section in Stiltsville.



**Timmy #3** Planning his next set of swimming lessons on a balcony in a boathouse known as Dirty Dick's.



**Timmy #4** In an open garage at an alley's end, in the southwest area of downtown, near the river.



**Timmy #5** Inside a garage marked "A1" on the upper area of a building in Coral Gables.



**Timmy #6** Looking over the construction yard of Tico's site, on a half-built home's upper level.



**Timmy #7** Guarding the gate switch to access the water treatment facility's secret Go-kart track.







# Secrets of the Wheelman

## Timmy #8



On the grass outside a house south of the running track, near the road under construction.



opposite the water tower. Inspect the backyard: behind the shrubbery is a bunker entrance. Open the door and climb down into the lair of a gun nut, where you can steal ammunition, posters of babes firing assault rifles, and much more!

## Minigame Mayhem: 18-Wheel Anarchy Mode!

Emerge from the bunker to discover that all the cops' Prowlers have been exchanged for large and tough big rigs. The fun continues as normal, except when you're being chased. Expect much more of a buffeting from these huge vehicles, and don't forget to steal one for yourself.



## Timmy #9



Sipping on a delicious energy drink near an upturned vending machine in the Orange Bowl alcove under the upper stands, accessed via the tunnel and main access path.



## Timmy #10

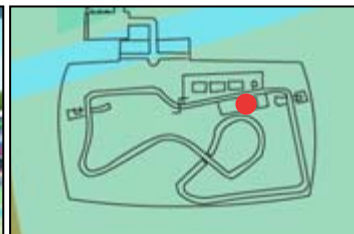


In the elevator at the top of the Gold Coast Hotel that leads to the underground parking lot, accessed via the roof.



## Secret Cars

### Car A: Go-Kart



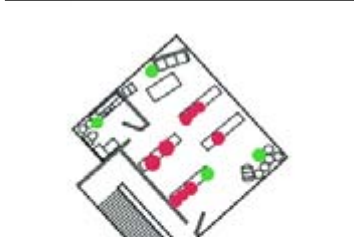
Press the switch inside the water treatment facility (Timmy #7 is guarding it) and follow the map to the Go-kart track. The vehicle is parked at the pits.

### Car B: Velocity Turbo

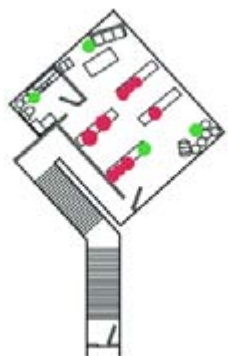


In an alley between two warehouse buildings overlooking the river (and boat moorings) is the Velocity Turbo roadster, a sweet soft-top ride with exceptional handling.

## Gunning for the Armory



After you tag your 10th Timmy, head to Coral Gables. Look for the ranch house on the map near the corner of the road heading to the Biltmore Hotel,





## Car C: TT Cuatro SuperPower



On Star Island, follow the road to the luxury home at the end, and wait for the garage door to open. Get out of your present vehicle, and get to grips with the insanely powerful TT Cuatro SuperPower, a car without equal. Watch its width, though!

## Nice Secrets

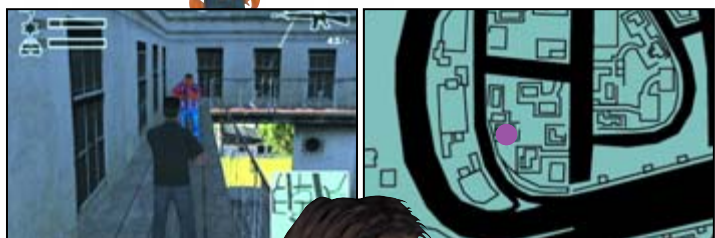


## Tagging Timmies

### Timmy #1



Find him in an open warehouse off Rue des Vespins, on an upstairs gantry, accessed via an open gate.



### Timmy #2



Find him next to the rocky outcrop on the river's north bank, to the airport's north.



### Timmy #3



Find him at the very top of the airport tower. Use the ladder to reach him, and prepare for fierce combat!



### Timmy #4



Find him lurking near the southeast entrance of the Saint Nicholas Cathedrale Russe, outside the steps.



### Timmy #5



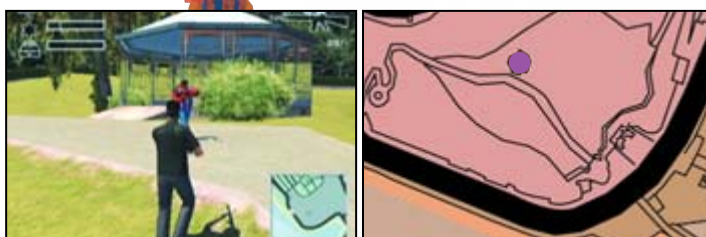
Find him on the lower mezzanine floor of the set of buildings you can drive across. Either drop in from the roof, using a vehicle, or open the door from the street.



### Timmy #6



Find him on a bandstand at the top of the Vielle Ville park hill. He is easily attacked from behind.





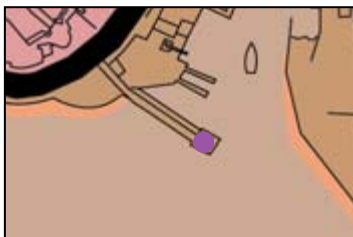


## Secrets of the Wheelman

### Timmy #7



Find him watching the boats from the Rauba Capeu lighthouse. Climb the ladder to reach him, and use the light as cover.



### Timmy #8



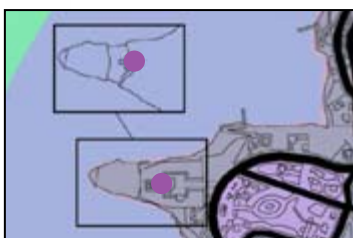
Find him standing below the west dirt ramp at the stunt land quarry, in the large dip.



### Timmy #9



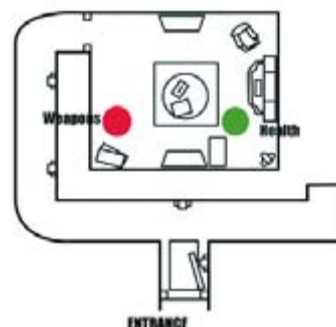
Find him checking for hidden doubloons inside the cave near Pt. Pilone. Use a boat, beckon Timmy into the water until he floats, then finish him.



### Timmy #10



Find him inside the Transport Compound, hiding in a box by the corner hut in the southeast corner.



When the 10th Timmy croaks, find the mountain road to Fort Alban, follow it to the fortress, and head up the steps at the front of the castle. Inside is a medieval greatroom with a much more modern collection of firearms. Tool up, and head out!

## Minigame Mayhem: Fugitive Mode

Grabbing armaments from the armory and exiting the castle instantly gives every pedestrian in town a weapon that they will use on you if you exhibit violent tendencies toward them. You're essentially a fugitive, to be hunted down by not only the police, but by every innocent you "accidentally" rammed, scraped, or shot earlier in your missions, plus everyone else! How long can you survive? Use the previous strategies in the book to help you!



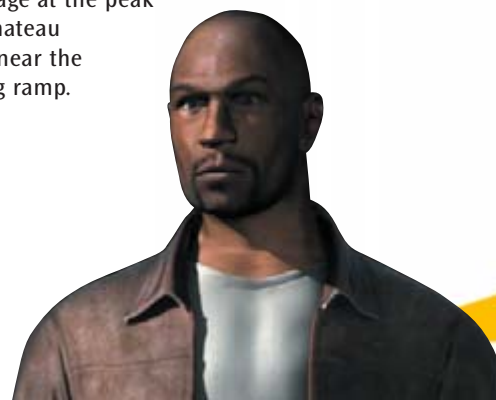
## Secret Cars

### Car A: Camper Van



Find this in a garage at the peak of the hill that Chateau Grimaldi sits on, near the large overhanging ramp.

## Gunning for the Armory





## Car B: Dolch Schub



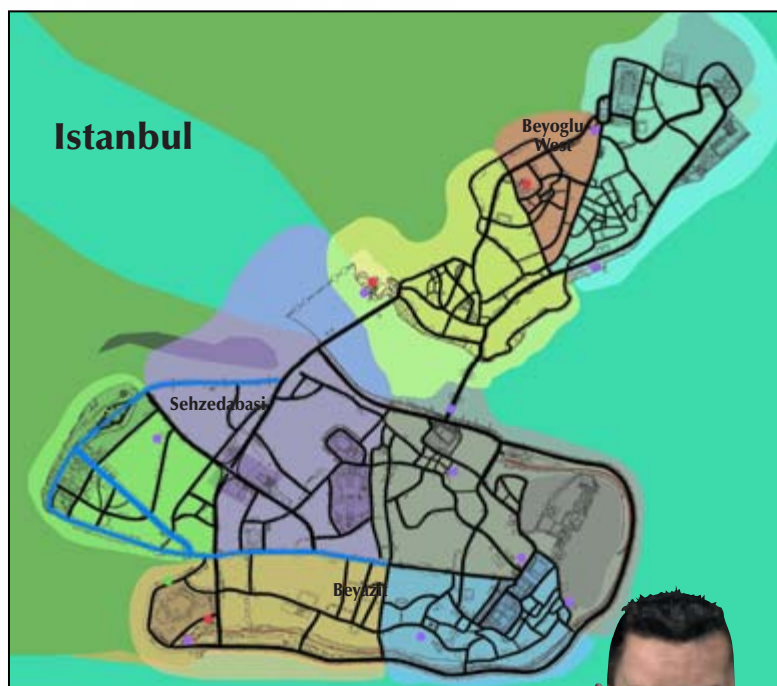
Find this inside the left garage at the fire station located at the Nice Airport.

## Car C: Forklift Truck



Find this inside the right garage on the flat grounds of the Chapel de St. Hospice.

## Istanbul Secrets

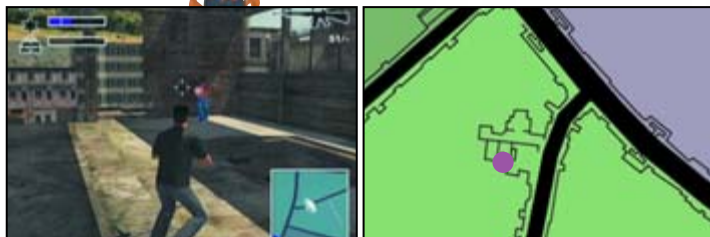


## Tagging Timmies

### Timmy #1



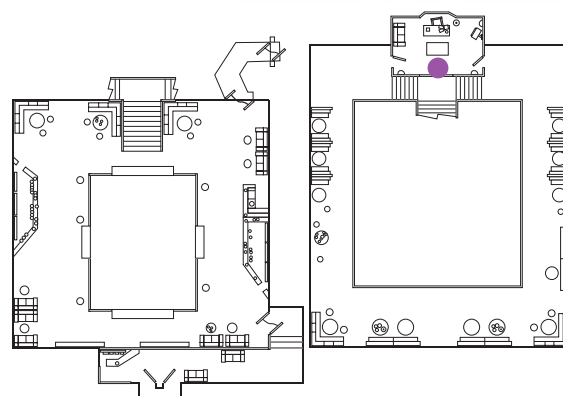
Find him in the left corner as you enter via the fire escape, in the upstairs section of the bomb truck warehouse.



### Timmy #2



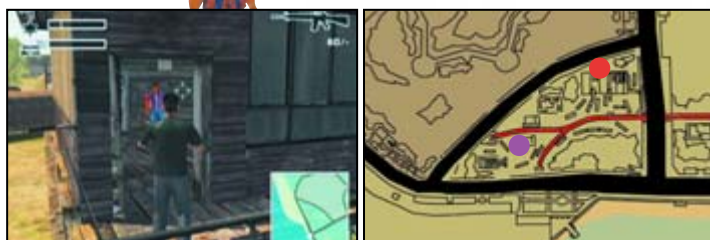
Find him overlooking the disco in the manager's office, at the nightclub.



### Timmy #3



Find him inside the deserted signal box in the decaying train yard. Head up the adjoining steps.



### Timmy #4



Find him around a set of houses, at the far end of a grassy, dead-end alleyway. Back up to avoid being trapped.





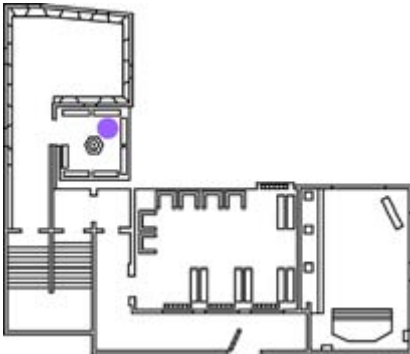


# Secrets of the Wheelman

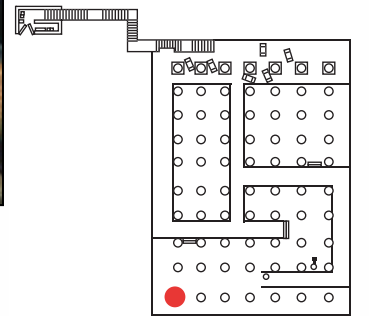
## Timmy #5



Find him inside the hookah room in the basement of the Turkish baths. Head to the orange-tiled area.



## Timmy #8



Find him in the far corner of the subterranean cistern. Enter via the outdoor restrooms on Yerebatan Street, then follow the steps down, and the platforms across to Timmy.

## Timmy #6



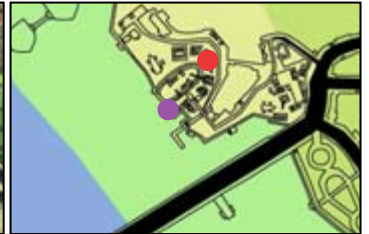
Find him on the third floor of the safehouse gym, inside a hidden room. Enter the living room area, head into the kitchenette, shoot the shelving on the left wall, open the door behind it, and enter the hidden passage. Timmy is around the corner.



## Timmy #9



Find him at the Halic River docks, head to the dry-dock area near the ramp, and around the containers. Head to the small raised box hut, up the adjacent steps and open the door. Timmy is inside this tiny hut.



## Timmy #10



Find him on a large flat roof of a building near a large dock crane adjacent to some breakable scaffolding, at the river warehouses of Negatibey Road. Attack from the ground below, or climb the steps and gun down Timmy from the roof.



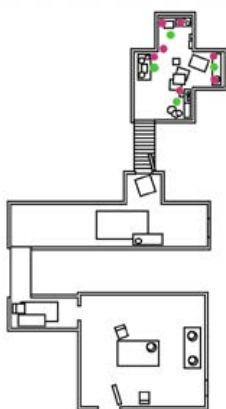
## Timmy #7



Find him standing directly under the bridge, in the second blue shopfront passage south of the bridge entrance. Approach from the land, get out at the bridge supports, use the steps down, and locate him.



## Gunning for the Armory



Follow the directions as shown on the map. You're looking for a stone house with a brown door to the right of a small open area; the door has a large cow skull above it. It is the only one that opens. Step inside, and investigate a real psychotic's living quarters, complete with peeling wallpaper, refuse-strewn carpeting, and a "dungeon" area that doesn't really bear thinking about. Your armaments are in here for the taking.

## Minigame Mayhem: Infinite Mass Mode

As soon as you extricate yourself from the psycho's house of horrors, find the nearest vehicle. Thanks to unknown forces at work, each vehicle you drive is completely invincible, with infinite mass. This means you can crash into other vehicles without suffering damage, and you can run from the police without being struck by bullets.



You can't demolish walls you weren't able to destroy before, and you can still fall off bikes, but the destruction and madcap jumping is even more spectacular if you can continue driving the car afterward!

## Secret Cars

### Car A: Speedster



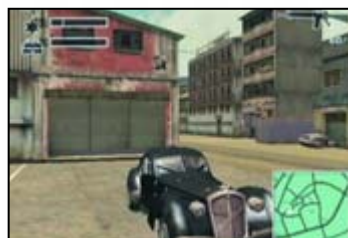
Find this in the main train warehouse shed, behind a container in the second open garage from the left.

### Car B: Roadster (Bugatti)



Find this inside a red cargo container that's facing the large red-brick building marked "Kamsa" at the docks.

### Car C: Racer GT



Find this behind the triple-sized garage door of the middle building at the old industrial park.

## Wheelman Madness: Cheat Codes

Activate these cheats from the initial menu. Input the following button combinations quickly, and in the right order, and you'll hear a "success" sound. Now inspect the Cheats menu under Options and you'll see the code is available to turn off or on during the game.

### Cheat Codes

CODE DESCRIPTION	BUTTON COMBO (PS2)	BUTTON COMBO (XBOX)
All Weapons	<b>R1, L2, ■, ●, R1, R2, L2</b>	<b>△, △, X, Y, Y, R, R</b>
Invincibility	<b>■, ■, L1, R1, L2, R2, R2</b>	<b>X, Y, △, R, △, R, R</b>
Unlock All Missions	<b>L1, R1, L1, L2, ■, ■, ●</b>	<b>X, X, Y, Y, R, R, △</b>
Unlock All Vehicles	<b>L1, L1, ■, ●, L1, R1, ●</b>	<b>X, X, Y, Y, △, R, △</b>

**ALL WEAPONS:** This gives Tanner every weapon in the game to use on foot.

**INVINCIBILITY:** Tanner is impervious to harm. Try sitting in an exploding car! (This code will not work in undercover mode.)

**UNLOCK ALL MISSIONS:** Every Undercover mission becomes accessible.

**UNLOCK ALL VEHICLES:** Every car, bike, bus, truck, and boat from each city is available, including the secret ones!

If you're having trouble inputting these codes, need more information, or want to learn all the latest Driv3r news, be sure to check [primagames.com](http://primagames.com), or [atari.com/driv3r](http://atari.com/driv3r) for all the latest cheats, codes, and other information.

**NOTE**